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INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

ISSUE 42

APRIL 1996

100

Of the best games you'll ever play and they're all on the SNES!

P L U S

The Ultra 64 SCRAPPED!

Yoshi's Island 100% tipped!

EXCLUSIVE REVIEW

MEGA MAN X3

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LIVE FA... CITY ● P...
How the Jap... advertise the... video games.

FANTASY QUEST ● P18
A triple RPG bill from Square, Banpresto and Nintendo.

IRRESPONSIBLE PICTURES ● P78
Goku-Midnight Eye, Goshogun, Urusei Yatsura and more!

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SUPER PLAY

APRIL ISSUE 42

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GREEN PENGUINS
Next issue on sale: Thursday, 28th March 1996

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All 996

Future PUBLISHING

SUPER NES & GAMEBOY ARE TRADEMARKS OF NINTENDO INC

THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

The Super Nintendo has been alive and kicking for over five years, during which time it's seen software of every description – a lot of good, a great deal of bad, and a very unwelcome amount of ugly, too. What's odd is that during this time there's never been a comprehensive guide to tell SNES owners which games are the absolute cream of the crop. Until now, that is. This month we present the Super Play All-Time Top 100 Games for your perusal – 14 pages of straight-down-the-line honest-to-goodness truth. You'll never need to ask the question "Which is best: *Mortal Kombat 2* or *Street Fighter II*?" again.

Elsewhere you'll find the very juiciest news from the world of Nintendo, including some revelationary Ultra 64 developments and a rather sad story concerning Square Soft – RPG fans had better get a handkerchief ready before turning to Super Express.

It's not all blub-worthy news for pointy-hat wearers, though, because we also have an extended Fantasy Quest feature showcasing Square's rather spiffy-looking *Treasure Hunter G*. The Final Fantasy creators are really getting to grips with the ACM style of graphics also seen in their forthcoming *Super Mario RPG*, and *G* could prove to be their crowning glory if it measures up equally in other departments.

It's been another slim month for new releases, but at least the games reviewed this month are a diverse bunch. Things will undoubtedly perk up next month, so you might want to resist taking a hammer to your piggy bank for a little while – unless, of course, you want to take advantage of THE Games' new-found generosity, which sees the prices of *Killer Instinct* and a number of other SNES classics relabelled at impulse-buy levels (see page 9 for a full run-down).

As always, there are countless extra helpings of tasty game-related nourishment served up on the gleaming platter that is *Super Play* – including part two of the *only Yoshi's Island* guide you'll ever need – so go and gorge yourself upon them until your constitution can take no more.

Until next time…

Alison Harper
Editor

INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

SUPER PLAY

CON

REGULARS

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YOSHI'S ISLAND

ABC: 23,657*

*You'll only be able to read this bit if your eyesight is exceptionally good

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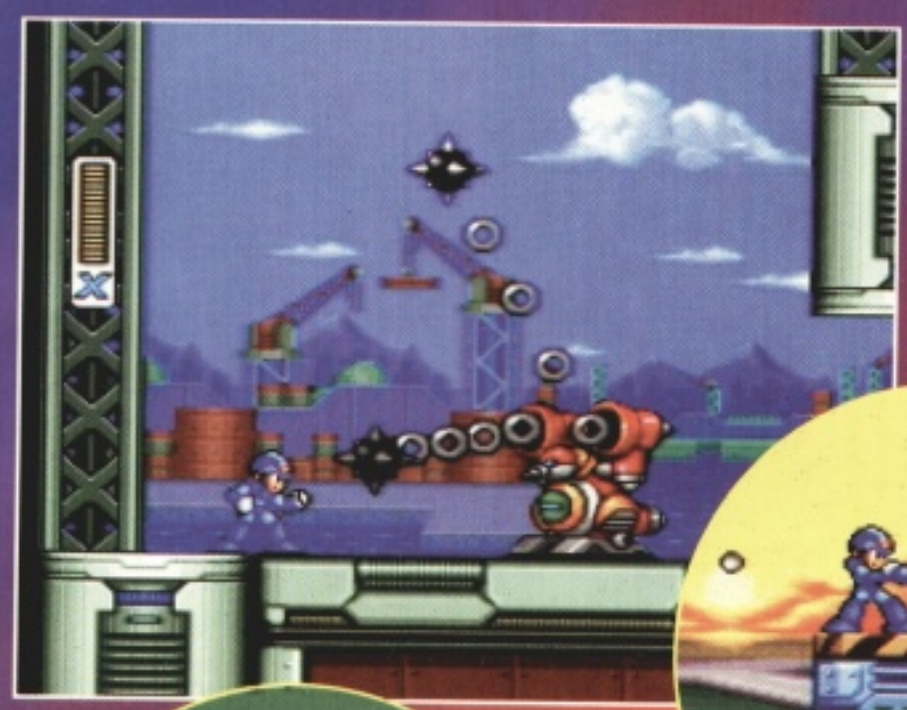
GAMES REVIEWED THIS ISSUE



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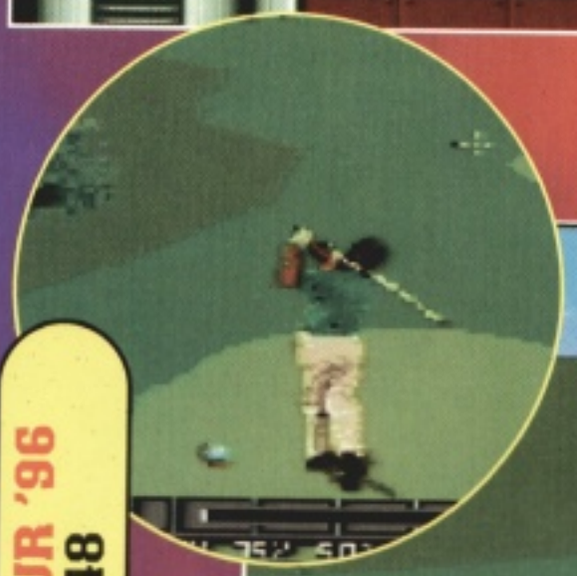

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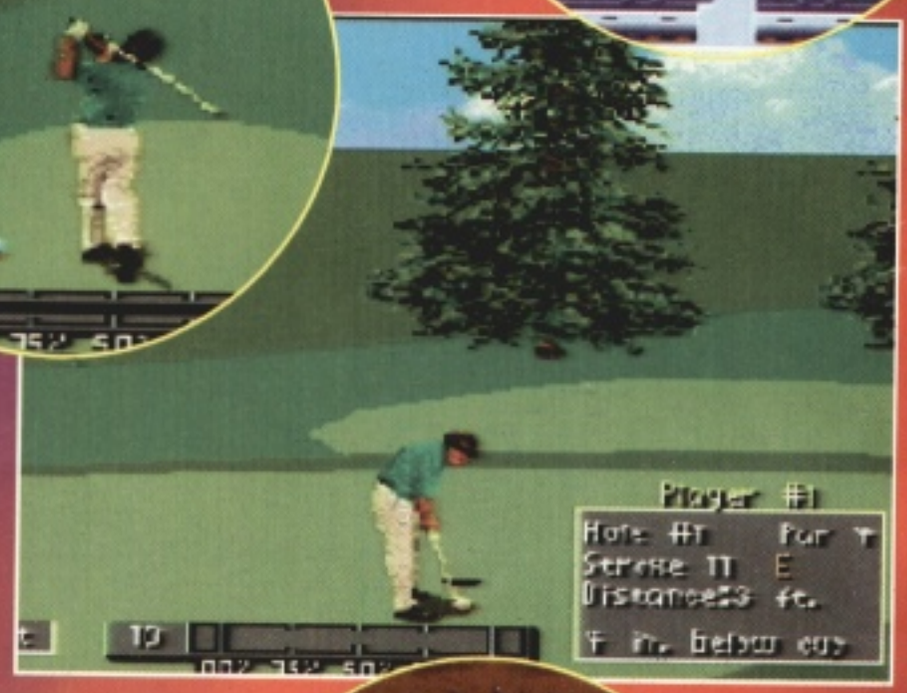

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APRIL
1996

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MEGA MAN X3
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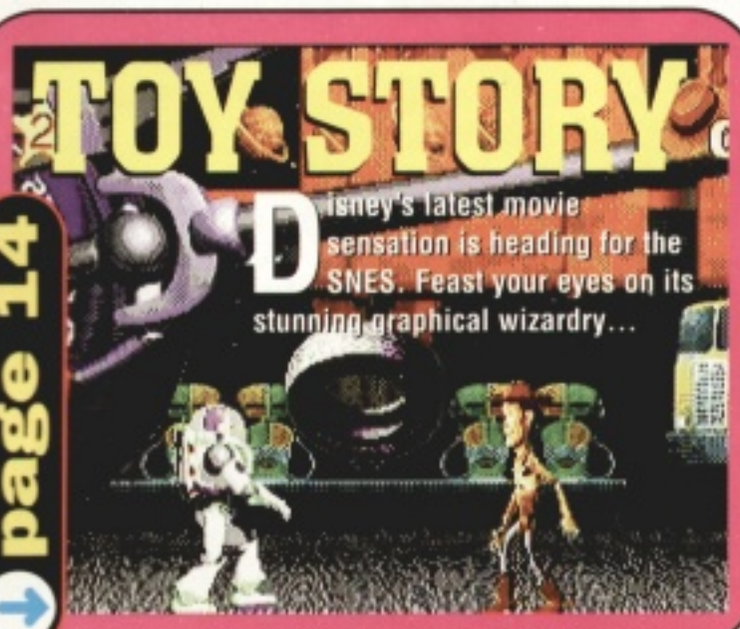
Your massive guide to getting the best from your SNES – guaranteed! It's The *Super Play* All-Time Top 100 Games. It's comprehensive. It's controversial. It's essential...

100 BEST GAMES

page 28



TOY STORY

page 14

Disney's latest movie sensation is heading for the SNES. Feast your eyes on its stunning graphical wizardry...

FANTASY QUEST

page 18

Step this way for news of what could be SquareSoft's final game on the SNES – *Treasure Hunter G*. Featuring a combination of strategy and action, this is sure to be another biggie. Plus *Tenchi Muyo Ryo Oh Ki* the bizarre RPG based on the ever-popular comedy sci-fi OAV *Tenchi Muyo*...

SUPER

This issue sees our guide to the best games available for the SNES. But we can't leave it at that... as an extra-special bonus we present, exclusive to *Super Play* readers, the ultimate step-by step guide to making a cup of tea. Just follow our handy tips...

PROFILES

Alison Harper

Aha, yes. The obvious ingredient – a good blend of leaves. None of that Happy Shopper nonsense, as favoured by Future Publishing's suppliers. "I prefer PG Tips," says Alison. "For that refreshing tannin taste." Whatever purists may tell you, we suggest you never ever buy Lapsang Souchong, for it tastes like sick.

Wil Overton

After frequent hints, sighs and tapping of spoons on empty mugs, someone always gives in eventually. Wil is usually quite good at "getting the tea in" as we say. Indeed, Wil is a Master of the Kettle and proud of it. Just pour water on a bag, let it steep, add sugar as preferred and add a touch of milk. Easy, see?

Ollie Alderton

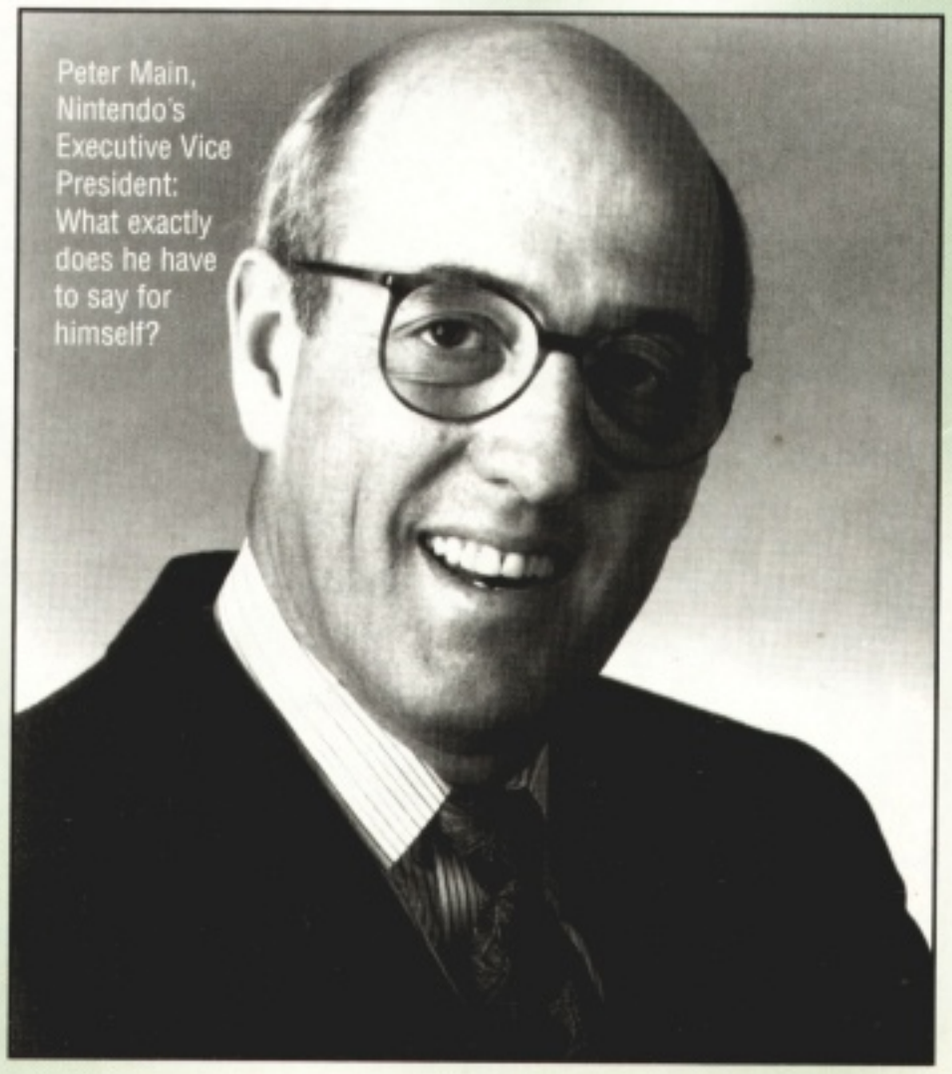
Next up, and this is equally important, you need someone brave to sniff the milk – fresh pasteurised milk is essential for a top brew. "I prefer full fat myself. I like the way you can spot patterns of fat swirling about at the top of the mug. None of that healthy skimmed muck for me."

Tony Mott

Last of all, you need someone to drink the tea. As you can see, many a parched throat is soothed by the stuff and many a furrowed brow is smoothed. Take several mugs a day, and, for maximum benefit, the brew should be accompanied by at least two Digestive biscuits to dunk.

Yes, the Ultra 64 is no more. But before you go and get all suicidal like a deranged Take That fan, worry not: Nintendo have merely dropped the Ultra 64 tag – its intended name for Europe and the States – in favour of the less cheesy Nintendo 64, which has until now been its identity in Japan. There *is* some bad news, though...

Despite Howard Lincoln recently claiming that Nintendo were "shooting for" a worldwide Nintendo 64 launch in April (see last month's ish), it's now been confirmed that only Japan will be getting the machine on time (April 21, to be precise), with a US launch pencilled in for September 30, and a European delivery "in late fall", which should probably be



Peter Main, Nintendo's Executive Vice President: What exactly does he have to say for himself?

SUPER EXPRESS

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

ULTRA 64 CANCELLED!

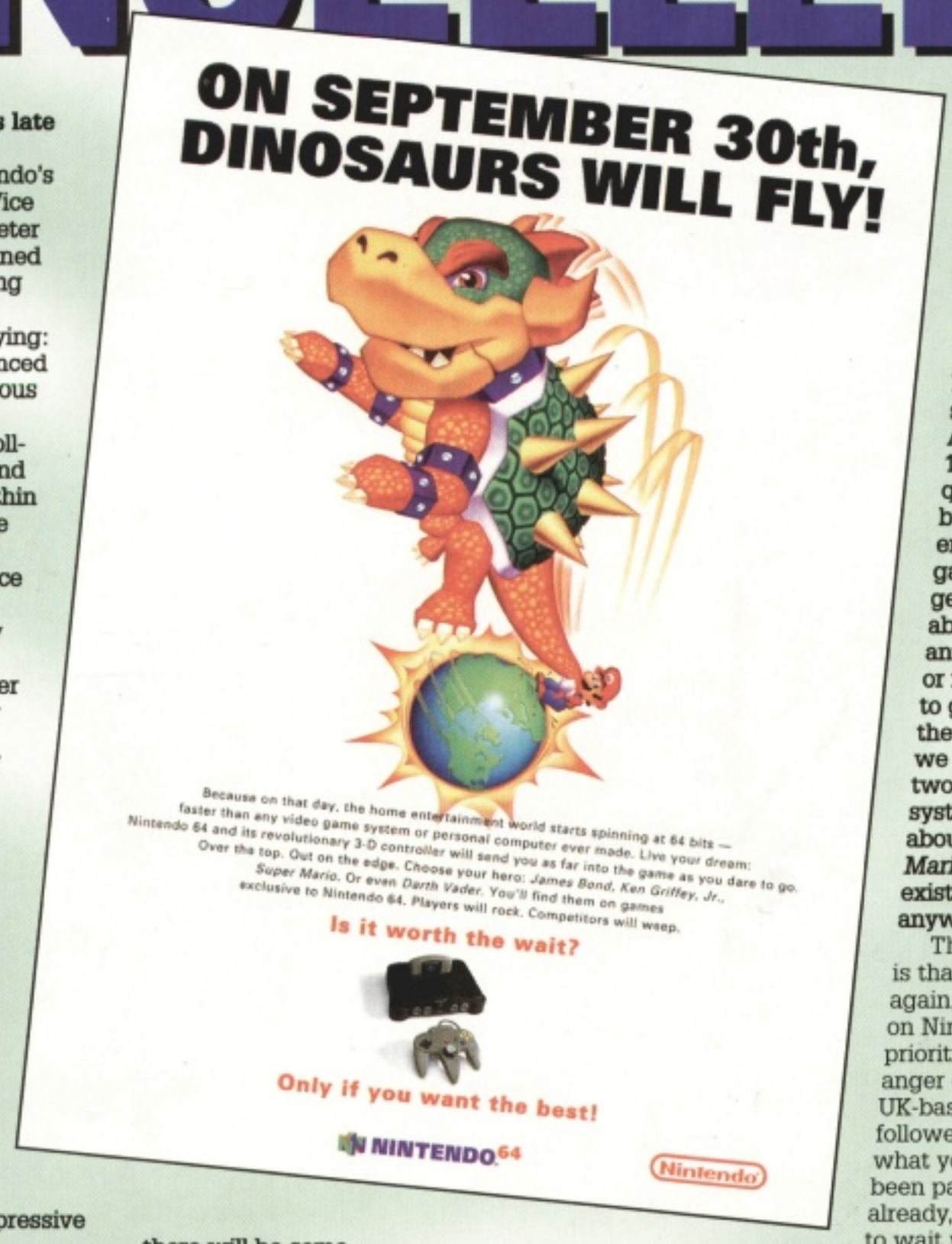
best interpreted as late November.

Nintendo's Executive Vice President Peter Main explained the reasoning behind the setback, saying: "We announced a simultaneous US and European roll-out at the end of April, within days of the scheduled Japan launch. Since then, the realities of attempting to pull off such an enormous, virtually simultaneous marketing feat had caused us to reconsider." Your super soaraway truth-seeking *Super Play* had already voiced doubts about a simultaneous worldwide launch, of course, proving that if it's reliable N64 information you want, there's only one place to come.

Main also underlined Nintendo's approach to N64 software: "From the start, it has not been our intent to rush as many titles as possible to the market. That's because we want to ensure that each title we release for the system will be capable of surpassing any prior videogame experience. The games currently under development by our 17 hand-picked Nintendo second and third party developers, plus the impressive Nintendo titles from our in-house development teams, will be the true testimony to this promise. The plan is to introduce 8-12 of these spectacular titles to the North American market in 1996."

In an interview with US magazine Next Generation, Nintendo chairman Howard Lincoln attempted to placate potential N64 owners in the West, saying: "I do sense that there will be some disappointment on the part of game players and that's certainly understandable. We're not in the business of disappointing people but, you know, as Mr. Miyamoto said, 'I don't want to work for a company that forces me to do something that I'm not comfortable with'."

He also tried to dissuade pissed-off gamers buying 32-bit hardware: "The [N64] software that will be seen [at the E3 show in Los Angeles on May 16-18] will represent a quantum leap because of the 3D environment. As game players start to get more information about these games, any disappointment or frustration is going to go away because they will realise that we are talking about two very different systems. We're talking about a game like *Mario 64* that doesn't exist right now, anywhere".


ON SEPTEMBER 30th, DINOSAURS WILL FLY!
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Is it worth the wait?
Only if you want the best!
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Nintendo

Setting the date: the ad which appeared in USA Today.

The upshot of all this is that Europe, once again, remains bottom on Nintendo's list of priorities, and it's likely to anger even the most loyal UK-based Nintendo follower. We want to hear what you think. Having been patient for so long already, are you prepared to wait what could amount to another 10 months for the machine to officially land on these shores? Have Nintendo blown it this time? Prizes await the best letters we receive on the subject. If you're going to write, send us your own top five most awaited N64 games, too. We'll compile a chart in the following months.

LAUNCH GAMES?

We reveal the first games you'll be playing on the Nintendo 64...

Mario 64: Mario hitches a ride on an unsuspecting Bowser.

Kirby Bowl 64: you'll feel sick at the sight of the superb graphics on this one.

Body Harvest: surprise debut game.

It's currently understood that the three launch titles in Japan are set to be the two Nintendo in-house titles *Super Mario 64* and *Kirby Bowl 64* and Rare's *Body Harvest*. The latter title would be something of a surprise as a debut game – it's not something typically popular with a Japanese audience, nor is it apparently suited to the same age group as a *Mario* or *Kirby* title – and its inclusion may have come about simply because it's one of small number of finished games.

Main has claimed there should be up to a dozen N64 titles ready in '96, and most if not all of these should be available for the UK launch. Is this a big enough choice? Letters please.

CARTS, DISKS AND RISKS

In his recent statement concerning the present state of the N64, Peter Main talked about the 64DD add-on unit, confirming that it will use custom 3.75" magnetic disks and that it has an AST (Average Seek Time – the speed at which it locates data on a disk) of 150ms, which is almost twice as fast as that of both the PlayStation and Saturn, and that it has a DTR (Data Transfer Rate – the speed at which it transfers data from a disk) of one megabyte per second – almost three times that of the aforementioned formats.

He also revealed what the mysterious Memory Expansion port, located in front of the cartridge slot on the top of the N64, was for, saying: "... the writable disk drive unit (the 64DD) will be bundled with a one or two megabyte [8 or 16 megabits] expansion RAM pack... [which] will enhance the main N64 system memory which is beneficial to magnetic disks and cartridges." The extra one or two megabytes will join the four megabytes already installed on the N64's motherboard to provide extra workspace for the system.

The mysteries of the Memory Expansion port – revealed!

Carts remain Nintendo's main focus, but Main said: "We are confident we can provide the best of both worlds: the best action-filled cartridge games making the most of the semi-conductor's fast access speed and never-before-experienced games using the virtues of writable magnetic disks."

The 64DD will be unveiled in Japan in "late 1996". UK gamers should expect to see it by mid-'97.

STOP PRESS! STOP PRESS! STOP PRESS!

Japanese business newspaper Keizai Shimbum has just claimed that Nintendo may be considering postponing the N64's Japanese release until late July.

The paper claims that a shortage of semi-conductors used in the assembly of the unit may prevent Nintendo reaching their goal of having 500,000 machines manufactured by April 21, clocking in at that time with a figure more close to the 200,000 mark.

Nintendo have yet to officially comment on the story, but it's certainly difficult to imagine them delaying the machine further in what is traditionally their most important market. If there *is* a shortfall on production it's possible that the Big N will get as many units into stores as are available, however far short of the half-a-million mark that might turn out to be. This would mean, of course, that import machines are going to be even harder to get hold of than was previously feared. So if you're planning on getting a Japanese machine when it launches, you might end up shelling out even more than you'd envisioned...

SQUARE BID FAREWELL

In a development that will no doubt send many *Super Play* readers into spasms of disapproval, Square have announced that they're dropping the SNES and currently have no plans for Nintendo 64 software, preferring instead to concentrate on Sony's PlayStation.

In an official announcement, a company spokesman said, "It appears unlikely that Square will develop games for the Nintendo 64. In order to insure consistently high-volume sales per title, we have built an extremely close relationship with Nintendo, and concentrated on creating mega-hits by beefing up our development and other staff accordingly. However, the installed bases of new 32-bit next generation hardware (such as the Sony PlayStation and Sega Saturn) continue to rise, and the nature of the industry has changed.

"The reason for Square's strategic change at this time can be attributed to differences of opinion with Nintendo with regard to future software development, distribution, etc."

After the news broke from Japan, a Washington-based Square representative confirmed: "We currently are NOT going to be developing for the Nintendo 64 system. Square of Japan did not like the development kits for it, and sent them back to Nintendo".

Above anything else, it seems to be a money issue, with Square feeling they can make more cash by supporting CD systems rather than staying with the SNES or waiting around for Nintendo to release their 64-bit machine and 64DD – a device which would be essential to run their next wave of games.

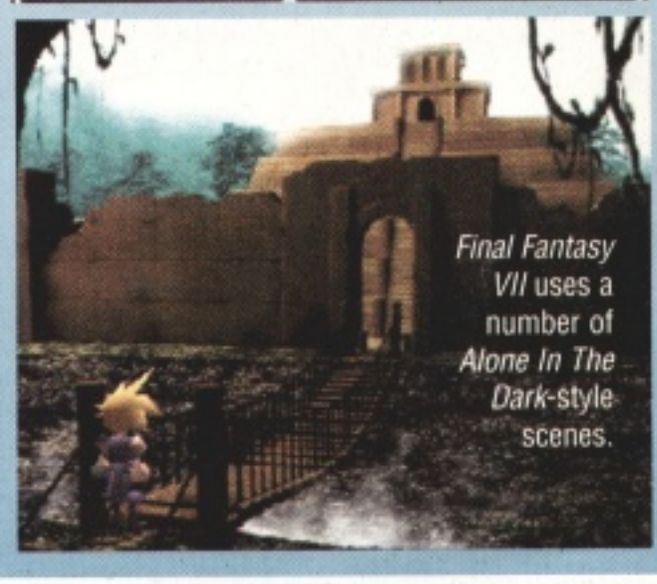
FFVII's Claud lacks that old *FF* charm, no?

We haven't given up hope of Square producing N64 games, but if they appear it's doubtful they'll arrive before mid-1997, at the earliest.

For those of you who've fallen in love with Square's *Final Fantasy* series over the last few years, you'll be interested to hear that part seven will be released on the PlayStation in December this year. It'll come on two CDs and retail in Japan at a bank account-friendly ¥5,800 (approx. £36). It looks pretty corky, as you can quite plainly see from these screenshots, which we don't feel at all guilty printing.

Now, if you'll excuse us, we'd like to be alone for a little while. Sniff.

Square are sticking with their tried-and-tested *FF* combat menu system.



Final Fantasy VII uses a number of *Alone In The Dark*-style scenes.

THREE TO GO

There are five Square Soft titles still due to appear on the SNES; these are the three currently known ones – we'll cover the other two next month.

Super Mario RPG
Set for a Japanese release on March 9, the US on May 13, and the UK by late summer (hopefully), this is probably the most noteworthy of Square's remaining SNES commitments. It offers both action and strategy sections: the main bit involves *Equinox*-style gameplay while battles are presented in a turn-based fashion similar to *Final Fantasy*. We'll be reviewing this sucker in issue 44.

Front Mission: Gunhazard
Created by Omiya Soft, a group of ex-Masiya coders who did *Cybernator* all those years ago, this is an offshoot from *Front Mission* with glorious graphics and a mix of action and RPG gameplay. See next month's ish for the full review.

Treasure Hunter G
Like *SMR*, this newly announced RPG uses pre-rendered graphics à la *Diddy's Kong Quest*. There's an extensive preview in this month's Fantasy Quest. Go there now.

THE Games have slashed the prices of a whole load of classic games (and one, well, not quite so classic game). These are they, with their *Super Play* review scores in brackets:

Illusion Of Time (88%) – £19.99
Kid Klown (80%) – £14.99
Killer Instinct (85%) – £29.99
Super Punch Out!! (90%) – £19.99
Stunt Race FX (92%) – £24.99
Super Metroid (92%) – £14.99
Unirally (85%) – £24.99
Super Mario All Stars (96%) & *Super Mario World* (94%) two-in-one bundle – £34.99

We'd recommend the Mario package and *Super Metroid* if you've got £50 knocking about – together they represent some of the finest games ever seen, and you'll lose yourself in them for weeks. Well done THE, we say.

BATTER UP!

Ken Griffey Jr
Nintendo ● 24Mbits

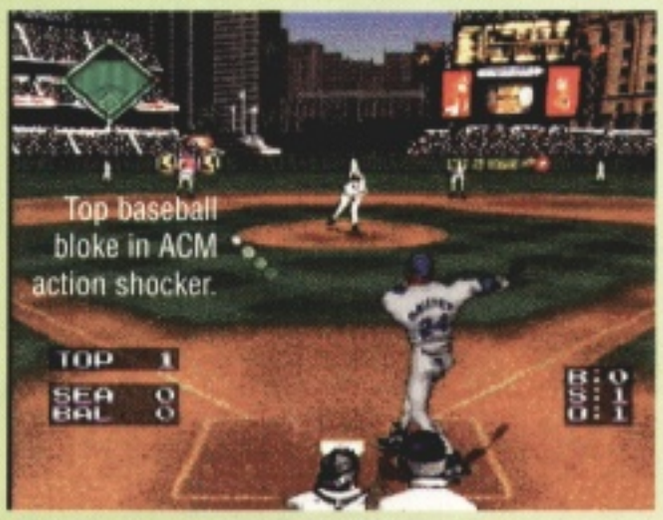
If you thought Advanced Computer Modelling's potential began and ended with the *Donkey Kong Country* series, Rare have a game in the works that'll blow such preconceptions out of the window. Their latest title for Nintendo, you see, is (deep breath) *Major League Baseball Presents Ken Griffey Jr.'s Winning Run*, and it's just about as far removed from the Kongster's capers as could be imagined.

Using ACM on its players to make them the most realistic-looking ever seen in a SNES sports title, *MLBPKGJ* could turn out to be the best baseball sim since *2020 Super Baseball*. A great deal of thought has certainly gone into making it as player-friendly as possible, and the common bugbear with previous sims of the sport – that of simply hitting the blasted ball – should be eliminated by the above-and-behind-the-pitcher viewpoint and speed trail which follows the ball as it leaves the pitcher's hand.

Can you stand the excitement?

Among its other stand-out features are various aesthetic touches such as dust clouds, a radar monitor and the option to play a full 162-game season and save it to battery-backed RAM at any point.

The question remains, of course: baseball – it's a load of old nob, isn't it? After all, isn't it's just rounders with bigger bats? Maybe, but when Rare turn their collective hand to something – anything – it's got to be worthy of close attention. Which is exactly what *MLBPKGJ* will be getting in the pages of *Super Play* issue 45.



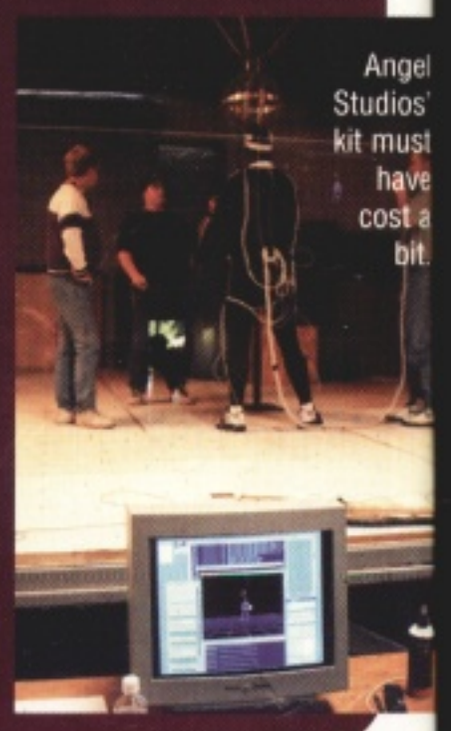
Top baseball bloke in ACM action shocker.

CAPTURING KEN

Rare are also working on a Nintendo 64 version of *Ken Griffey Jr.*, and it'll be the first game on the machine to use motion capture technology. There are two main motion capture methods, optical and magnetic, and Rare have opted for the latter approach. Put simply, the system allows the movements of a human model to be digitally recorded and then reapplied to sprites or, more commonly nowadays, polygonal characters.

Go on, Ken, give us that famous swing, son.

Old Kenneth was good enough to make it along in person to have his movements recorded at Angel Studios' HQ in California, so eagle-eyed hardcore baseball fans might well recognise his 'real' movements when they appear in the game. Although we rather doubt it, frankly.



Angel Studios' kit must have cost a bit.

BLABBERMOUTH

with Kris and Tel

Hi, Terence, Kris here. I didn't get in touch with you last month 'cos I was medi-bay recovering from a rather painful ruptured sprocket. Have I missed anything juicy?

I should say so – you missed the unveiling of Rare's *Killer Inctinct 2* coin-op, which is proving a bit popular with arcade-goers at the moment. What's especially exciting, though, is that Rare are apparently working on a SNES conversion right now, as we speak!

Really? That *is* good news. Any idea when it's going to be ready?

Not really, sadly. I'd take a guess at around September. And it'll be about that time when the long-rumoured *Zelda V* finally comes out on the SNES, if my sources are to be believed. I've had two conflicting reports about it: one says it'll use ACM-style graphics, the other says it'll use a more traditional method.

Jumping joypads! That's one of the SNES games left on Shigeru Miyomoto's work plan accounted for, then. I wonder what the other ones are going to be...

Well, there's a rumour going around at the moment that he's working on *F-Zero 2*, using the Super FX chip. After all, an Ultra 64 update of *F-Zero* was conpicuous by its absence at Shoshinkai.

Hmm. Very interesting. Talking of the Ultra 64, have there been any developments there?

Why, yes, but not good ones, as it happens. The word from a bunch of Japanese coders currently getting to grips with the machine is that it's proving a complete nightmare compared to the PlayStation.

Oh dear. What are they citing as the problem?

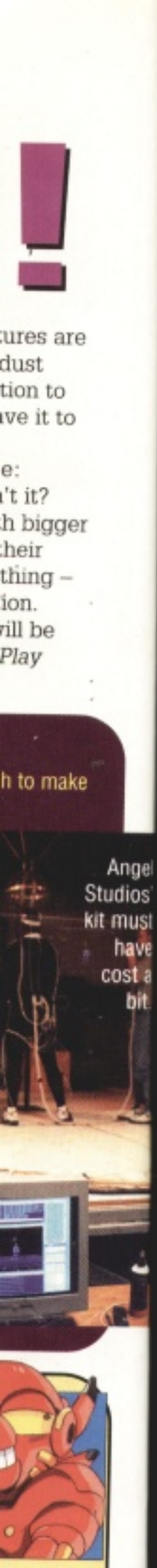
Well, it's all to do with the RAMBUS technology that it uses, apparently. I understand that the problem lies with the fact that RAMBUS is suited very well to moving large amounts of memory around at a time, but not so efficient when it comes to moving lots of little bits back and forth – which is the way games work. This is affecting the overall processing speed of the system, apparently, and graphical slowdown could be the upshot.

But from what I've seen of *Super Mario 64* there doesn't seem to be a problem. I reckon it's just a question of programmers getting to know the system. You don't expect to see a machine's full potential in its first batch of games, after all.

Let's hope so, old chum. Right, I'd best be making tracks – I've been trying to download some software from my satellite software dealer all morning, and I think he's about to move into range. See ya.

Well, make sure you get me some decent stuff too...

I'll try to, pal. And next time I speak to you, I want *you* to have some juicy stuff for me...



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INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

the times they are a-changing

- 3 months and counting

IT'S... THE SUPER QUIZ

Here we are again with another series of questions that few of you will come even close to getting right. Last month's 'true or false' approach appeared too easy, however, so we've gone back to the traditional format, albeit with some nice 'n' easy EASY ones. If you're brave enough to have a go – you can win a couple of carts – send your entries on a postcard or back of a sealed-down envelope to 'Super Quiz 42' at the usual address. Usual compo rules apply.

EASY

1 What was the working title given to the 64DD?
2 What is the name of the N64 game being produced by DMA Design?
3 What does the acronym RPG stand for?

MEDIUM

1 How many formats has *Killer Instinct* appeared on?
2 How many *Final Fantasy* games have been released so far in Japan?
3 How many SNES games starring *Kirby* have there been released in the UK?

HARD

1 What was the first third-party Super FX game?
2 Under what name did *Secret Of Mana* appear in Japan?
3 What are the full names of the four 'hero' characters in *Starfox* (aka *Starwing*)?

RETRO BONUS ROUND

1 What was the first coin-op Shigeru Miyamoto designed for Nintendo?
2 In what format did Mario's *Cement Factory* appear – coin-op, NES or Game & Watch?
3 Which is the Konami beat-'em up: Yie Ar Karate, Yie Ar Kung Fu or Yie Ar Kendo?

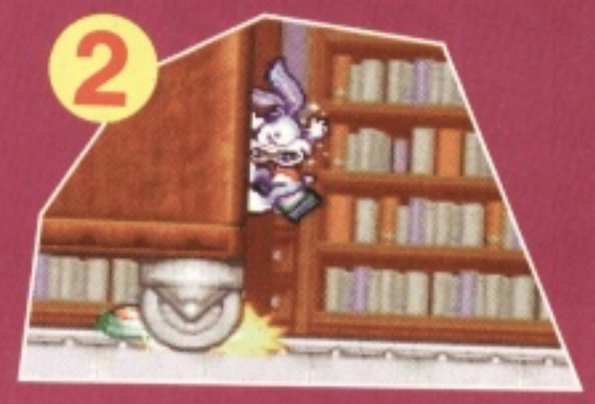
We'll announce the winner in issue 44...

SUPER BONUS LEVEL

Identify the following games which we've cunningly presented in a zoomed-in form:

1

2



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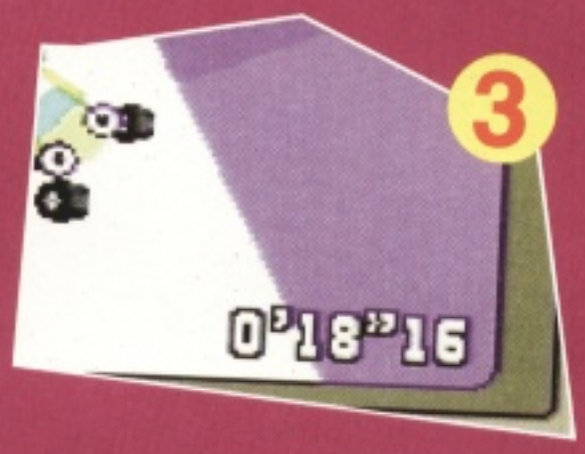


COMPO WINNERS

Thanks to everyone who sent in entries to issue 40's *Aaahh!! Real Monsters!!* compo. We asked for warped and you certainly provided it, with some of your efforts having us in stitches. The six winners are as follows: Gareth Stevenson of Leics (whose 'Mr Wippy-Dino-Ice-Cream-Head-Thingy' was apparently created when a radioactive ice-cream bit a dinosaur on the neck), Richard Smith of Sheffield (who even sent in a Fimo™ model of his 'Sellafield Sid' character, which, er, broke in the post), Lee Fullard of West Mids (whose 'Pete Mâché' has a bullet-belt loaded with suppositories), Richard Cripps of Birmingham (check out his brilliantly simple 'Squat'), Andrew Haylett of N. Ireland (whose 'Tomato Worm' is, quite simply, a tomato and a worm) and Jack Fenton of Cambridge (whose 'Ears' is just so messed-up we couldn't even tell what it was all about). Carts are on their way.

Seriously insane winners.

Why is it...?

That in scrolling beat-'em-ups...

- ... oil drums contain roast chickens and cans of cola and not oil?
- ... your characters merely have to bend down to eat or drink energy-replenishing items? Do they have open/close flaps in their stomachs that allow them to eat and digest food and drink in 0.0001 of a second?
- ... the leading guy's bimbo girlfriend is always kidnapped. You'd think she'd learn karate or get a decent security system fitted in her house.
- ... the heroes can only walk in one direction, always into trouble? Are they too stupid to realise that ducking down an alleyway or into a building would save them from harm?
- ... the heroes always go through all manner of streets and buildings to get where they want to go? If they know where they're headed, shouldn't they just get a taxi to the final level?
- ... that when you kill baddies they skid across the floor and flash briefly before disappearing? Do they have some form of teleportation device à la Star Trek?
- ... that there's always knives, swords and poles lying around? Does someone prance around scattering them in preparation of a fight?
- ... just about every baddy looks identical? Is there some kind of genetic cloning device at work?
- ... bosses from early levels always make comebacks later on, yet show absolutely no sign of your having pummelled their faces?

Thanks (and prizes) this month go to Martin Busby of Belfast, Alan McDonald of Scotland and William Wong of Middlesex, who, between them, sent all of these in. Rewards are on their way.

Next month, the portrayal of videogames on television and in films comes under the intense scrutiny of this column. Contributions are always welcome, and there are plenty goodies waiting here for any we use.

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.

TEAM 17

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.

What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/

TOY JOY

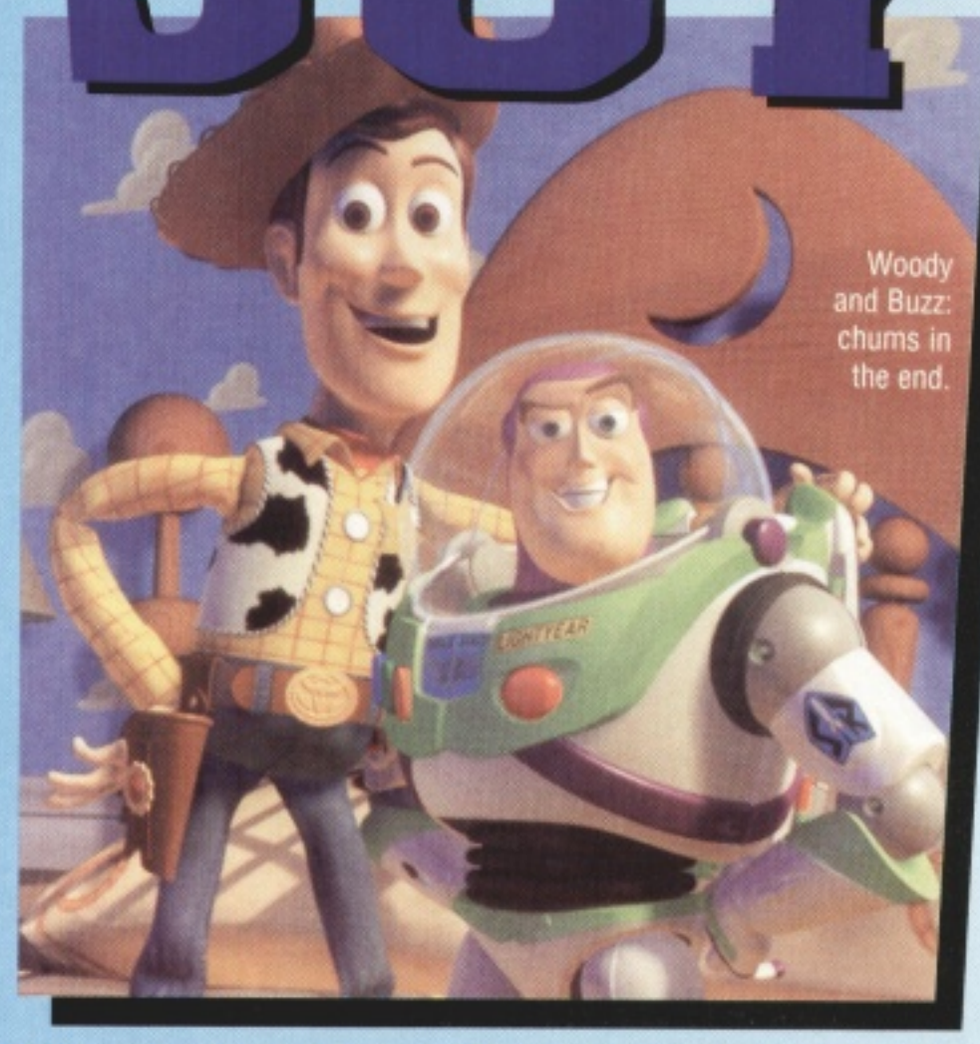
Toy Story
Disney Interactive ● 32Mbits

Did you know Mr. Potato Head has his own lawyer? It's true.

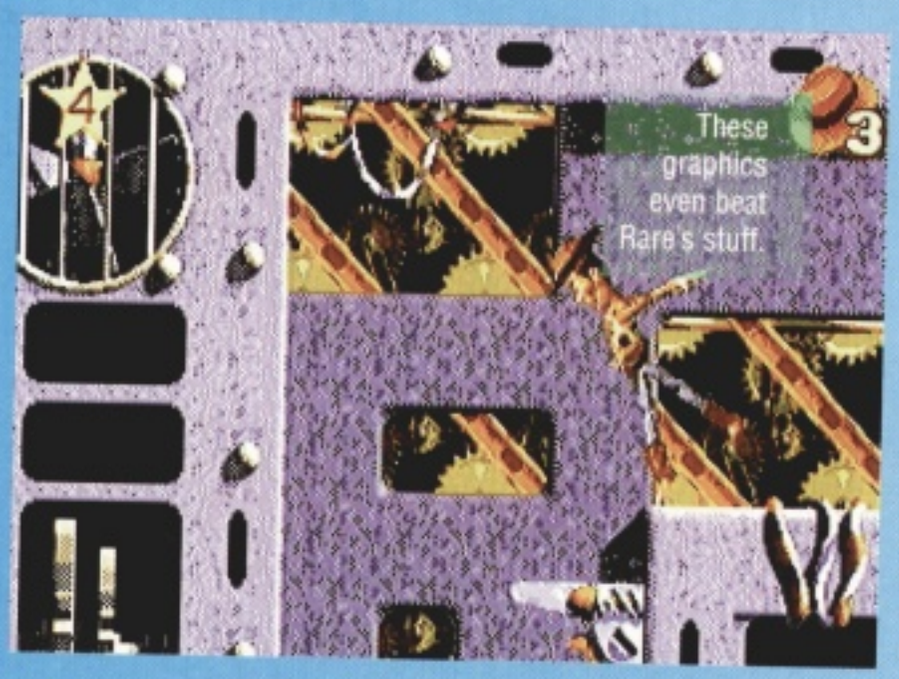
Toy Story is, without a doubt, going to be one of the biggest films of 1996. Look at the facts. For a start it's coming from Disney, who not only know a thing or two about animated features, but also have the financial muscle to market the hell out of it. Secondly, it's the first movie ever to be entirely created using computer graphics. And third, it features the vocal talents of Tom Hanks, who, with his current run of fortune, could probably take a bit part as a slop bucket in *Prisoner Cell Block H* and still walk away with an Academy Award.

So, with the movie release now imminent, the inevitable licensed videogame has begun its publicity drive. Early indications of the quality of the thing have been good, and loath as we are to mention it, the Mega Drive version has been receiving 90+ percentages all over the place. However, we suspect that a scabby conversion of *Asteroids* would go down well in the woeful Mega Drive market at the moment, so we've been eager to get a good hard look at the Super NES version to decide for ourselves how things are shaping up. That time has come and now that we have a copy in the *Super Play* offices, we can report that *Toy Story* is not just another bad film licence. Nor does it seem to be a fairly good film licence with an average game underneath. No, it would appear to be, in every way, a great game, full stop.

Leaving aside the strength of the gameplay for a moment, initial indications are that a great deal of emphasis has been


Woody and Buzz: chums in the end.

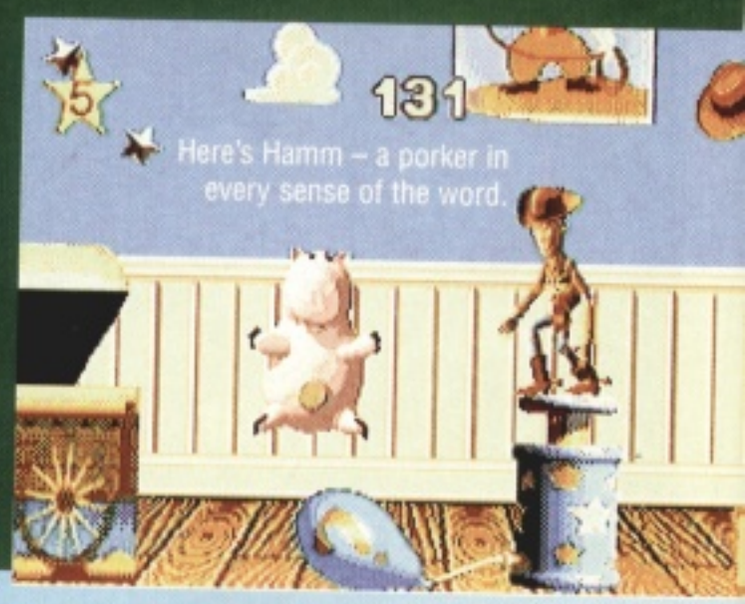
If you've seen any clips of the movie you'll recognise this game scene immediately.


These graphics even beat Rare's stuff.

WHO'S WHO IN TOYLAND

Just in case you're not familiar with the movie, take a moment to read this and learn about the characters and what part they play in the proceedings.

Woody is the hero and, largely, he's the character you control in the game. He's a cowboy and until now he's been Andy's favourite toy (Andy is the little boy who owns all the toys). But when Andy receives Buzz Lightyear, a new and rather spiffy space ranger toy, Woody goes all green with envy and tries to knock him behind the cupboard by running him over with a small car. The plan backfires, though, and Buzz is sent flying out of the window into the real world. The other toys – Mr Potato Head, Slinky the springy dog, Rex the toy dinosaur and Hamm the piggy bank – give Woody a hard time about his bad deed, so he also has to go into the outside world to try and rescue Buzz. There's probably some dreadfully treacley moral to all this, but, frankly, if some flash git in a space suit had swaggered into our toy cupboard, we, the united toy front of *Super Play*, would also have hoofed him straight out of the window, no question.


Here's Hamm – a porker in every sense of the word.

RIDE 'EM COWBOY

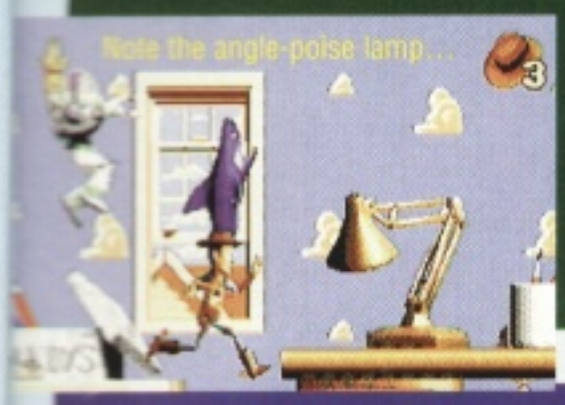
18 large levels make this a bit of an epic, and it's certainly not something we can fit on only two pages. But here's a selection of the levels to illustrate how different and ingenious the developers have been.

That Old Army Game

Andy's celebrating his birthday, and Woody, already concerned about the situation, wants to spy on the little guy to see what he's getting. To achieve this, he releases a load of toy soldiers who help him to get the baby monitor downstairs.

Ego Check

Once Buzz has appeared on the scene, he and Woody get all macho and decide who's best by taking part in a race across the nursery. Buzz can fly, so Woody has to use all his lasso skills to get across first.



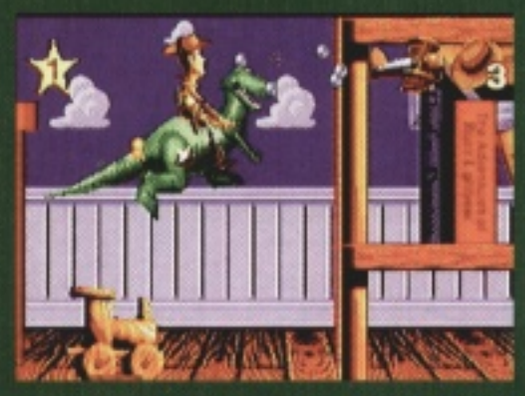
A Buzz Clip

Woody hatches his plan to get rid of Buzz. In this *Micro Machines*-style level he races a toy car around the floor in a bid to knock the Space Ranger behind the desk.

Either that's a big dice or they're very small tennis balls.

Run Rex, Run

Woody has incurred the wrath of the rest of the toys, so he mounts Rex the dinosaur and attempts to escape.



"Yee-har!" And other Wild West-type stuff.

Really Inside The Claw Machine

In the outside world, Woody searches for Buzz inside a fairground claw machine. This is a *Doom*-style level with all the action occurring in first-person perspective.

Day-Toy-Na

Forget *Mario Kart*. Towards the end of the game Woody has to race back to Andy's house, and it's all in lovely, lovely 3D.

Rocket Man

Andy has left in his mum's car and Woody's little toy car just can't keep up. Buzz finally comes into his own by using his rocket pack. In this final level you have to fly through the air while avoiding traffic, traffic lights, trees and houses.

Buzz buzzes a rather naff sports car.

Buzz Lightyear (left) is actually on sale in the States as a real toy. We know because we have one.

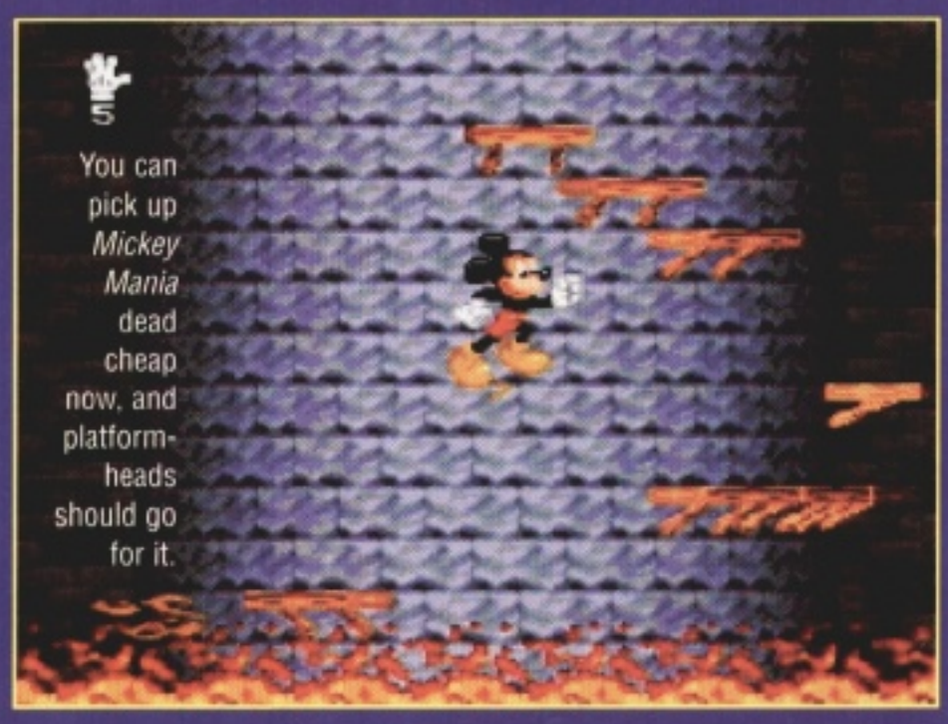
TALES TALES

Toy Story is the work of Liverpool-based developers Traveller's Tales, whose C.V. includes *Leander* on the Amiga (converted to the Mega Drive under the title *Galahad*), *Puggsy* on the Mega Drive (which was finished on the SNES too, but didn't get released) and the technically stunning *Mickey Mania* on the SNES and, more recently, PlayStation.

TT are a smallish outfit by today's standards but they've built a reputation for innovative coding routines and attention to detail to rival the best Japanese coders – indeed, some of their work, especially *Leander*, has a distinctly un-British feel to it.

Toy Story sees them stretching the SNES to levels of performance never before seen – even in such technically accomplished titles as Rare's *Diddy's Kong Quest*. The environments of the Claw Machine level, for example, rival those of *Doom* – which needs the help of a Super FX chip to do achieve its 3D levels – and run at an amazing 30 frames per second, compared to 20 on the admittedly impressive Mega Drive version.

Unfortunately this looks like being TT's last game on the SNES, but it's one heck of a swan song to be remembered by.

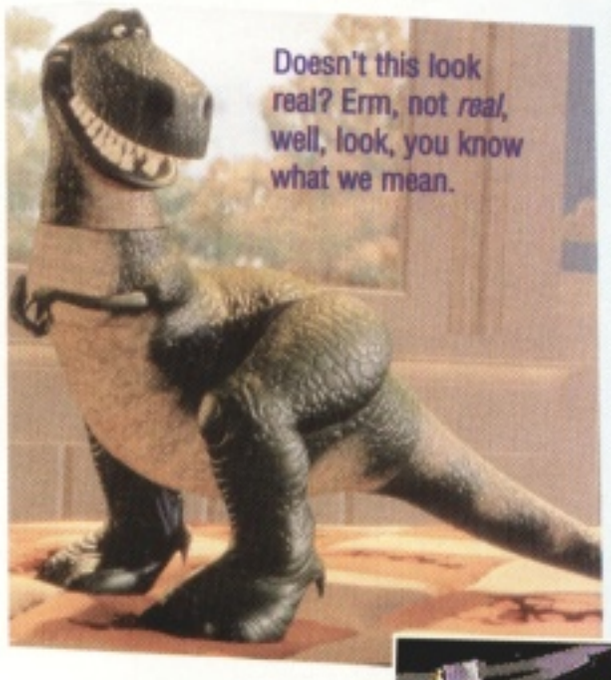


You can pick up *Mickey Mania* dead cheap now, and platform-heads should go for it.

placed on keeping the characters and plot of the game closely related to the film. This is important in creating a worthwhile licensed product. The characters and events need to be recognisable, but too many past efforts have merely slapped rough approximations of them into an entirely unsuitable and standard videogame framework. The result has all too often been a complete turkey. All of the characters in *Toy*

Story the movie appear in the game to varying degrees, each of them playing a key role in the structure of the levels. And on the graphical side it is not hard to swallow the fact that some of the actual code from the movie was used in creating the game.

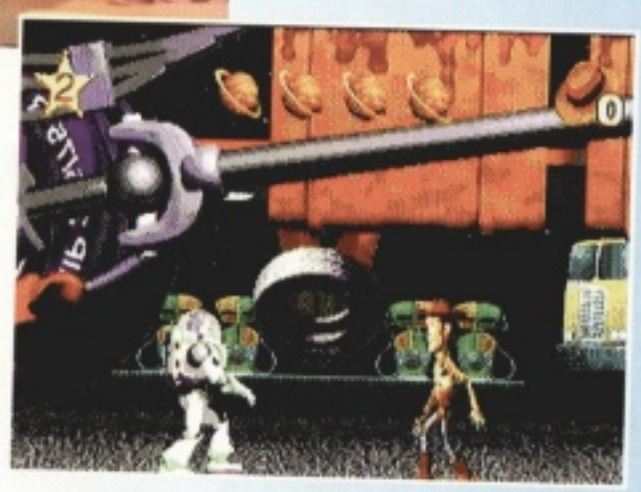
With the characters and plotlines established, it would have been all too easy to take short-cuts on the gameplay, especially when the graphics look as good as they do. But it would seem in this area also, that an immense amount of work has been poured into getting the gameplay right. We've experienced games in the past that are notable for their inclusion of a number of different gamestyles. *Earthworm Jim*, for example, delivered some superb platform gameplay interspersed with novel and varied sub-levels. *Toy Story* takes this a stage further.



Doesn't this look real? Erm, not *real*, well, look, you know what we mean.

To give you some idea of the scale of the developers' efforts, of the 18 levels, six are a significant departure from the platform-based nature of the others. For more details on these, take a look at the Ride 'em Cowboy boxout. Even within the levels which *do* vaguely conform to platform traditions there's still a great deal of variety in the challenges thrown up.

Toy Story is still only in a previewable state at the moment, and only the final version will tell us fully if all the various elements add up to a coherent and enjoyable whole, but on the evidence we've seen so far, this looks like being an exceptionally well-crafted effort.



Buzz: "I feel so tyred" Woody: "You've been getting crap gags out of *Super Play* again, haven't you…

TOP TOY STORY SNIPPETS

Using the normal method of transferring computer graphics to film – whereby a special laser printer writes each image directly to the film strip – would have meant at least ten megabytes for each frame of film (and remember there are 24 frames for each on-screen second), so *Toy Story* went relatively 'low-tech' and used an animation camera pointed at a high-resolution black-and-white monitor. The camera films the same frame three times – one each for R(ed) G(reen) and B(lue) – and finally a full colour 'combination' is produced.

• Top girls' doll Barbie was originally scheduled to be the film's 'love interest', but when owners Mattel declined the offer (thinking it would 'trivialise' their product), Little Bo Peep was introduced instead.

• At one point Buzz Lightyear nearly became lumbered with the name Lunar Larry!

• Tom Hanks (the voice of Woody) and Tim (*Home Improvement*) Allen (the voice of Buzz) actually recorded their parts separately.

THE STORY OF TOY STORY

Anyone who keeps even half an eye on what's new at the cinema will know that the big screen version of *Toy Story* is the first ever, wholly computer generated, cinematic feature. It's an obvious progression in an industry where the advances in computer-generated trickery seem to increase exponentially with each passing year.

Even though *Toy Story* is a Disney film, the kings of cloying cuteness are really only the business end of the project, putting up the money and distributing the end product. The real guts behind the adventures of Woody, Buzz and the irascible Mr. Potato Head™ are a small Californian computer graphics company called Pixar and the fervent imagination of one-time Disney animator John Lasseter. Between them they've proved that, while they're undeniably dazzling, the seemingly endless visual pyrotechnics computers have to offer is nothing without the old-fashioned craft of storytelling and imagination behind it.

Originally a division of George (*Star Wars*) Lucas' Lucasfilm empire, Pixar's first foray into computer graphics on film were small but significent. Earlier efforts like *Tron* and *The Last Starfighter* hadn't been particularly successful, but with snippets like the 3D holographic Death Star in *Return Of The Jedi* (1983), the stained-glass knight in *Young Sherlock Holmes* (1985) and the amazing Genesis planet creation sequence in *Star Trek II: The Wrath Of Khan* (1982), the young company proved there was still a place for digitally created effects.

Pixar also started producing short films of their own. It was with their initial demonstration piece *Andre And Wally B* (1984) that John Lasseter first came into the picture. As a traditional animator with an eye for the possibilities that computers could offer, his input gave Pixar just the edge it needed to break away from the rest of the emerging CGI field who all seemed to be obsessed with shiny geometric shapes flying around tired futuristic cities.

Below: *Knickknack.*

Right: *Andre And Wally B.*

Eventually Pixar broke away from Lucasfilm, and, thanks to Apple Computers' co-founder Steve Jobs, were given the necessary funding to explore new ways of utilising computer graphics. Over the next ten years Pixar went on to produce some of the most memorable CGI short films ever produced. Remember the father and son angle poise lamps of *Luxor Jr.* (1985)? Or the lovelorn snowman trapped in his snowstorm globe from *Knickknack* (1989), with its Bobby (Don't Worry, Be Happy) McFerren soundtrack? They even won an Oscar with their portrayal of a harassed toy soldier on the run from his baby owner in *Tin Toy* (1988). It was *Tin Toy* more than any other Pixar film which directly sparked the idea that lead to *Toy Story*. When Pixar signed to Disney in 1991 to make three films for them they originally intended to make a feature around 'Tinny'. The two companies had worked together before when Pixar helped develop the CAPS system which has been used to colour every normal Disney animated feature since *Beauty And The Beast*. (So now you know that all those so-called 'collectors' cels are really just fakes, specially prepared by Disney to sell for extortionate amounts of money to people who should know better. The original frames from the film really only exist on a computer hard disk somewhere.)

The fabbo *Tin Toy.*

Despite Disney's initial insistence on the film having the usual villains and quota of 'big musical numbers', Pixar's – and in particular John Lasseter's – vision won through in the end. It may have taken 500,000 machine hours to render and one terrabyte (that's one thousand gigabytes or 250,000 times the size of *Diddy's Kong Quest*) of computer storage space, but we guarantee that when you get to see the finished product when it reaches UK cinema screens in April, you'll know that it was all worth it.

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FANTA

Not one, not two but three distinctly different RPGs to tempt you this month. Including what could possibly be the last Square game on a Nintendo system!

Tenchi Muyo Ryo Oh Ki

Banpresto ● 16Mbit +BB
Out now (Japan)

When Super Play heard of an isometric RPG of one of its favourite anime series our eyes glossed over. We dreamed of an Equinox-style action adventure with small furry animals growing up to be spaceships, guardian robots who look like tree trunks and a cast of weird and wonderful girls all looking for the affections of the hapless (and let's face it, a bit boring) Tenchi. Oh how we should learn not to trust Japanese gaming magazine previews.

On the whole the Tenchi Muyo RPG isn't terrible. Yes it has got an isometric viewpoint but the strictly 'move by turns' control method immediately rules out any Knight Lore type run, jump and puzzley type antics. Yes it has got all the characters but there's no interaction to speak of just a tiny bit of story to take the characters onto the next encounter. On the plus side the graphics do live up to the colourful nature of the show with all the characters easily recognisable and there are loads of sound samples to go with the action.

Tenchi feels sick at the sight of Ayeka's new purchase from Carpet City

The owners of the spaceship don't take too kindly to bizarrly dressed strangers snooping around.

Navigate your surroundings on this easy to use map system. A Final Fantasy size world this certainly isn't!

ASY QUE

The carrot gang have got sweet little Ryo Oh Ki (above) held prisoner at the far end of the alotment. Whatcha gonna do about it?

FIGHT IT OUT!

This is basically what Tenchi Muyo consists of. A diagonally scrolling battlefield divided up into squares with your choice of characters at one end and anything from giant menacing carrots to detachable headed robots at the other.

Taking turns, you engage the enemy until either they or you are defeated. Of course things are complicated by certain characters being able to move further than others and ranged attacks like dizzy space police officer Mihoshi having a gun that covers three squares while Tenchi's basic attack requires him to be standing right next to his opponent.

Ryoko gets pummled by a particularly malevolent carrot. All the other characters dissapear when you start to fight.

Mioshi gets doffed by a Scully and Mulder attack.

The light squares are where Ayeka can move during this turn. As her healing spell covers a distance of three immediatly adjacent squaresshe could replenish Tenchi's hit points.

Pick your top fighting team from this motley bunch.

Ryoko unleashes a deadly laser from her fingertips. Only to find she's broken yet another of Ayeka's art deco ornaments.

TENCHI ON THE TELLY

The animated Tenchi Muyo is a comedy science-fiction OAV series that owes more than a little to Urusei Yatsura, but has enough charm and imagination to have become a cult in its own right. Released by AIC/Pioneer LDC Ltd and adapted from a story by Nahoko Hasegawa, Tenchi Muyo was successful enough in Japan to have been snapped up by TV after it was released on video; a rare feat indeed.

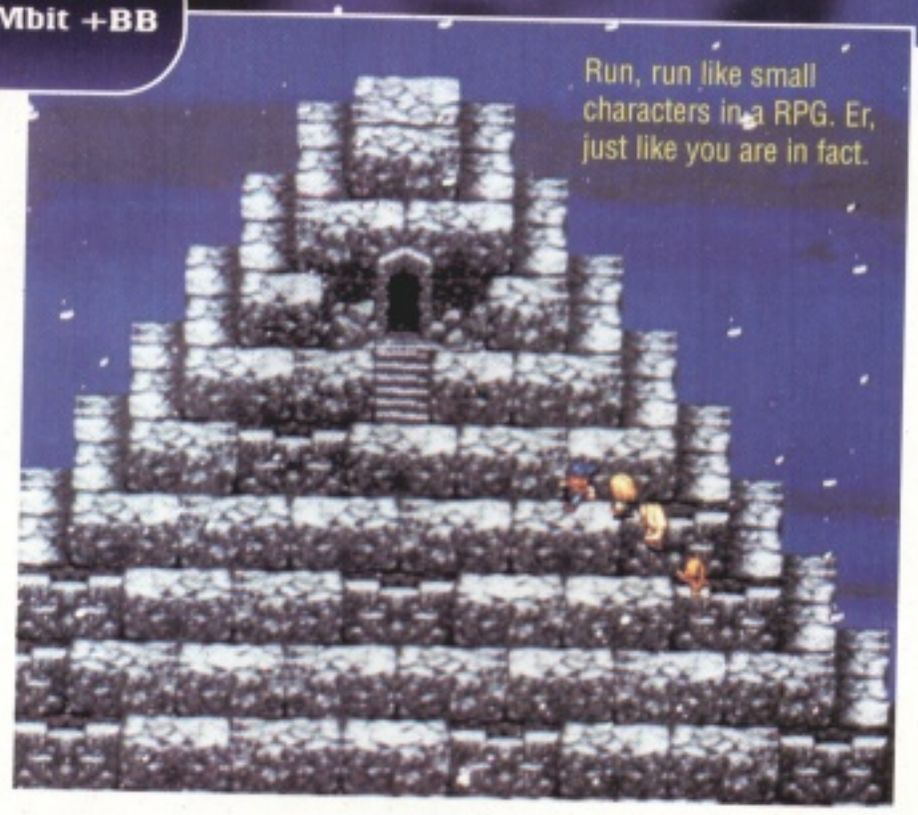
The story concerns one Tenchi Masaki, a high-schooler who helps look after the Masaki shrine in his spare time. Warned away from the place by his grandfather because of the demon trapped within, Tenchi (obviously) goes straight on in and ends up saddled with the cute, blue-haired and highly destructive Ryoko. The alien girl catches up with the fleeing Tenchi at school and proceeds to wreck the place trying to kill him...

Further episodes introduce a number of different alien characters, drawn to Earth by the revival of the notorious Ryoko. The story gets more complex as it goes on, until no-one can be relied to be actually what they seem.

Of course the best thing of all about Tenchi is that you can get the videos, courtesty of Pioneer Anime, in the UK!

Treasure Hunter G

Square Soft (Japan) ● 24Mbit +BB
April (Japan)

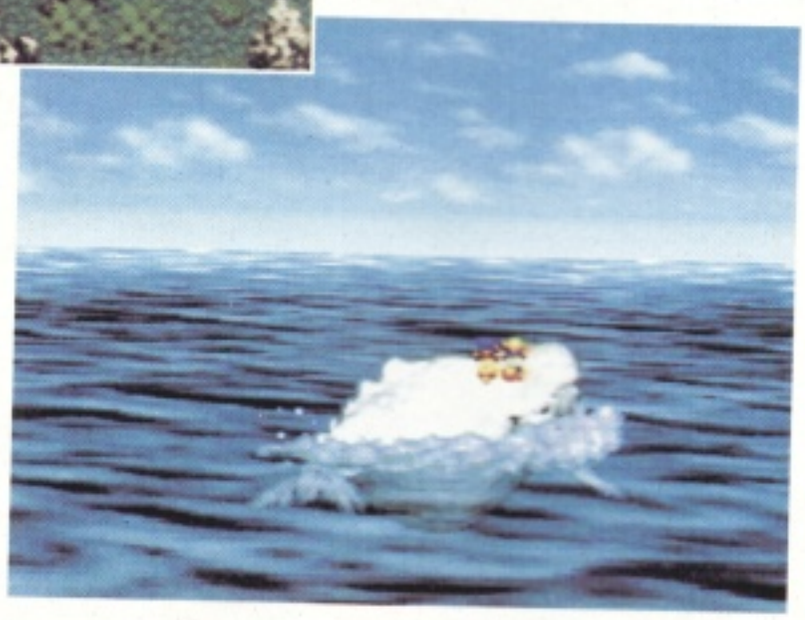


Run, run like small characters in a RPG. Er, just like you are in fact.

For what could possibly be Square's Super Nintendo swan-song, the RPG-maestros are embarking on a treasure hunt. With characters created using the same rendered SGI graphics techniques soon to be seen in Super Mario RPG, Square have created what appears to be a strange mix of traditional, action and strategy role playing.

Set, once again, in the archetypal fantasy Square world your band of treasure hunters starts with two brothers, Red and Blue and their quest to find their father. Armed with only his adventurers journal and the cryptic message "I'm going to the country of the tree" (well maybe not all that cryptic) they set off into a world divided by three races – Humans, Faries and the denizens of the Dark World. Along the way they pick up two (at least that's all that Square's telling us for now) companions in the form of mysterious chatterbox Rain and her pet monkey Punga. Just how this unlikely band of heroes can solve the mystery of the World Tree and at the same time foil the nefarious plans of the king of the Dark World is something you're just going to have to play the game to find out.

Hey, they've nicked that tree stump from Super Mario RPG. Probably.



Can't cross the ocean? The hop on a whale. It's easy, fun and dead cheap in RPG land.

As is the norm for a new Square game, rather than rest on their laurels, the team behind Treasure Hunter G have striven for something new. Little touches liking having to knock on someone's door before entering would have you believe that they've been reading Super Play's 'Why Is It?', but along with being able to recognise someone's profession just by the decor of their house it's just a way of striving to convince you there's a real little world hidden away inside your Super Famicom. If nothing else, it's a refreshing change from the usual identikit villages that RPG characters tend to inhabit.

Square may claim that Treasure Hunter G's battle system is completely new but readers of Arcane (and our very own master of the twelve-sided die – Zy) will

Square's SNES farewell?

The World Tree. Is there some mysterous and magical connection to the Mana tree? Er, no.

RENDERED TREASURE HUNTERS

Red The hero and character you directly control.

Blue Red's brother is a tad on the immature side.

Raian A mysterious but very headstrong girl.

Punga A violin playing monkey. Apparently.

HUNT THE OOPARTS

In what must be the best piece of Japlish we've heard in months, Square have come up with a cracking name for the seven pieces of secret treasure hidden throughout the world of Treasure Hunter G.

OOPARTS actually stands for 'Out Of Place Artifacts' and solving their mystery will apparently unleash something imaginable (although we expect it will actually mean the end of the game).

Our heroes on the hunt for OOPARTS in the lush and pleasant world of Treasure Hunter G.

recognise the Action Point Battle System as anything but original. All it means is that you get a set amount of points to use in an enemy encounter. You can either blow the lot on an all-out attack or spread them between your attack and moving to a better position. In some ways this gives the game a stop/start style of play akin to Chrono Trigger and the characters seem to have full freedom of movement everywhere except in a battle situation.

At 24Mbit Treasure Hunter G isn't as big as some of Square's recent releases and on first glance would appear to be more in a more lightweight vein rather than the heavy drama of Final Fantasy or Romancing SaGa. The distinctly Aztec and Egyptian feel of many of the dungeons also make this more reminiscent of a Quintet/Enix production. With Square in Japan gearing up for the PlayStation and the US team already at work on another (as yet unnamed) production we can only hope that 'G' is already slated for translation.

Always on the cutting edge of games, Square have even given the characters those extra graphics so that they can run diagonally without looking like crabs!

The 'Iron Bird' is frozen in a glacier when you first find it. Does this mean that one of the OOPARTS is a Calor gas heater?

Punga the monkey likes to recite beat poetry by moonlight.

Buying provisions in the local shops isn't the only way to get stuff. In the true tradition of treasure hunting you can also find items hidden outside. Although this does require you to wear a parker and look like an twit with one of those metal detectors popular in the early eighties.

Fire Emblem

Nintendo (Japan) ● 32Mbit +BB
May (Japan)

Top lovely graphics from Fire Emblem.

If the thought of Nintendo's latest instalment in their Fire Emblem series being a love story simulation RPG fills you with dread and thoughts of dodgy Japanese dating games, fear not. There's still enough manly strutting and posturing, all to the sounds of clanking swords to keep the macho element happy.

This time around the game is separated into two generation spanning chapters. During the first half the main hero is Shigurdo, a descendent of the Saint Soldiers who were a band of mystical knights responsible for ending the scourge of a powerful demon king in the distant past. Now the evil has returned and Shigurdo is called into service as a Saint Soldier. However the fight against evil isn't so urgent that he can't, during the course of the game, fall in love and begat a son and daughter. This is (obviously) where the love story aspect rears it's romantic head and Fire Emblem offers a wide choice of potential spouses for Shigurdo, each resulting in a different direction for the rest of the story.

Advance your troops in an attack against the meanace of the giant speech bubble.

In the second part of the game it's Shigurdo's son and daughter who take up the mantle of the main characters. Fire Emblem makes the player responsible for the upbringing of the children and what strengths and weaknesses they will ultimately take into battle.

At 32Mbit the game reportedly uses powerful algorithms for the fisticuffs that the bulk of the game is made up from and plenty of different story strands for the player to choose. So far Nintendo have shown no sign of letting the West in on the Fire Emblem experience but with big SNES releases getting thinner on the ground now, who knows.

Now then, can you guess who in this picture is meant to be the bad guy?

LIVE FROM HELL CITY

This month Live From Hell City looks at game ads, Japanese-style

Game adverts. You see them every time you open a videogames mag. Depending on your bent, they represent valuable buying guidance or a complete and utter waste of paper. At their very worst they're predictable and patronising, and at best, well... we're struggling to even get to grips with such an 'at best' concept, actually.

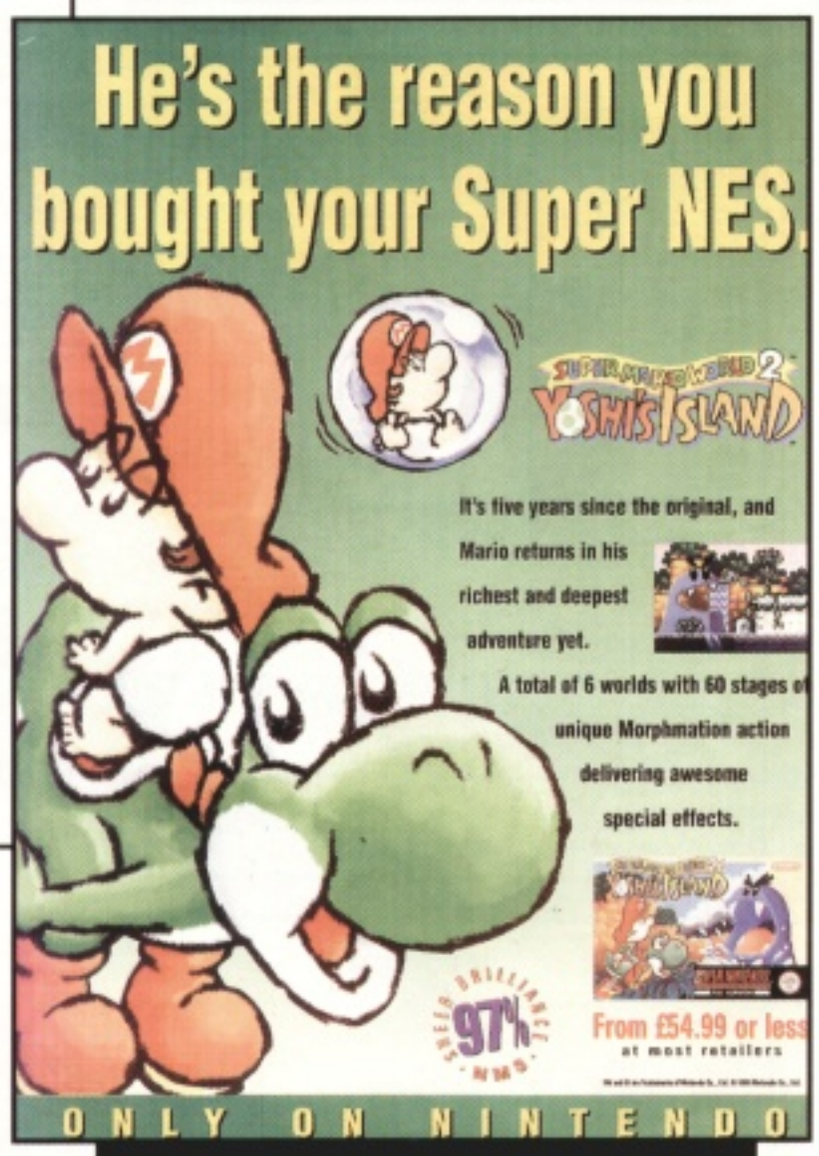
As is the case with just about everything to do with games, the situation is different in Japan. There are good and bad, naturally. But more than anything else, they're memorable. Well, generally. Let's have a peek at some classic examples...

Although *Bounty Sword* is little more than a run-of-the-mill Super Famicom RPG, you'll struggle to find any more beautiful (admittedly electonically doctored) photography than this in a game ad.

Although there's a slightly risqué overetone to the image – a common trait in Japanese advertising – it presents a mystical, otherworldly tone which alludes to the game's content perfectly, and Pioneer's subtle approach is one you simply won't find outside of Japan.

And note the tiny amount of space given to the actual game screenshots – would it be enough to persuade *you* to buy the game?

This recent advertisement by RPG-meisters Square forms part of their recruitment drive. Compare it to Rare's SGI-rendered equivalent campaign, as seen in UK mags such as *Edge*: it's about as far from the *Donkey Kong Country* creators' in-yer-face approach as could be imagined.


He's the reason you bought your Super NES.
SUPER MARIO WORLD 2
YOSHI'S ISLAND
It's five years since the original, and Mario returns in his richest and deepest adventure yet.
A total of 6 worlds with 60 stages of unique Morphamation action delivering awesome special effects.
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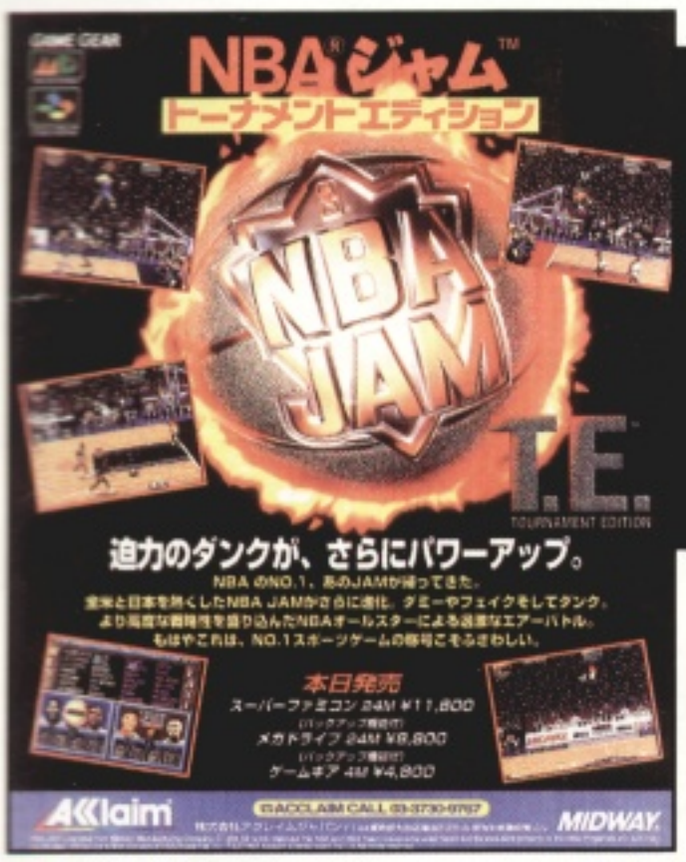


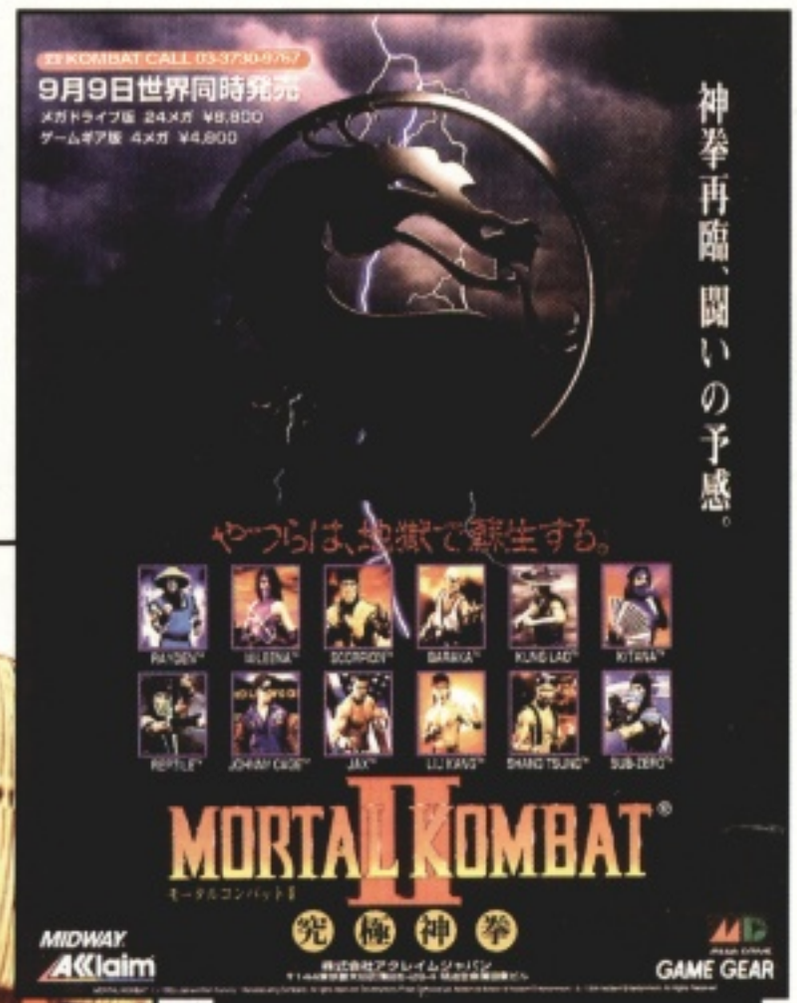
When the game in question is something that hasn't been created in Japan, Japanese softcos appear to have more trouble in coming up with original ads. This *NBA Jam* effort, for example, is as dull as any you'll see in the US press.

Now how about this for expert use of game graphics? Capcom have combined them perfectly with their hand-painted *Demon's Blazon* characters.

The nuances of the Japanese approach to game advertising is probably best illustrated when examined alongside that of the UK. Compare these two *Yoshi's Island* ads – one generated by Nintendo's UK distributors THE Games and the other by NCL's in-house marketing department.

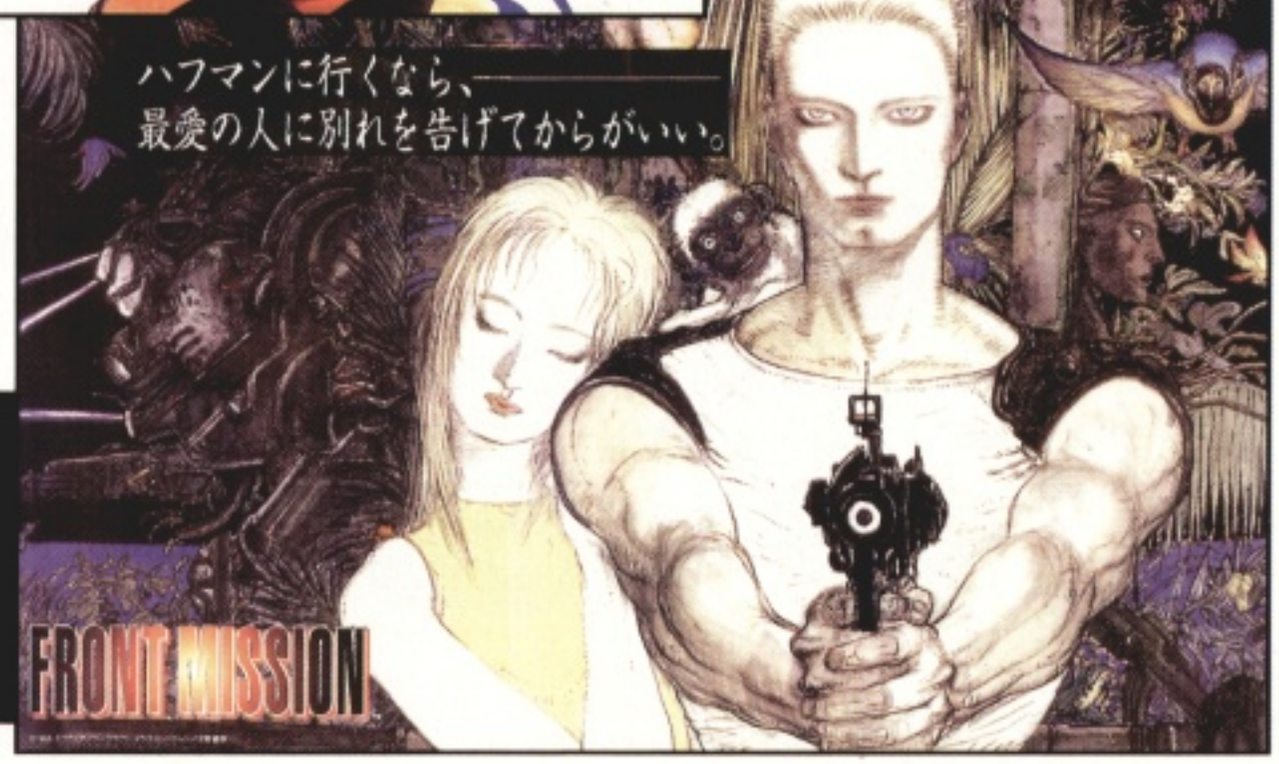
Check this out! Look at that poor geezer being impaled on the lance and the unfortunate lass with a couple of arrows embedded in her chest. Quite apart from being a fairly unattractive level of graphical excess, the composition of the image is weak. Does it work? You decide.

This is more like it – good old-fashioned Japanese weirdness. Heaven knows what a model of a mobile phone-wielding businessman has got to do with the game, but it's not something you're going to forget in a hurry.



Again, a perfect demonstration that Japanese ads for Western games are as dull as those generated elsewhere. Oh well.

CGI images are becoming as popular in Japan as they are in the rest of the world, as this ad for Chun Soft's *Fushigi no Dungeon 2* ably demonstrates. Beats a rendered Orchid any day, no?



If you need convincing that Japan is home to some of the most original artists working in the field of videogames, look no further than this Square ad. Subtle and bold at the same time, it doesn't really try to capture the game's flavour, but it's no less striking for it.

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		STAR TREK - DEEP SPACE 9	39.99	ZELDA 3 - LINK TO THE PAST	19.99
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SUPER PLAY

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THE CHARTS

If you're the sort of person who likes to keep a beady eye on which games are selling most, you'll want to check the weekly charts available from those oiks on *Digitiser*, Channel 4's games 'thing' (page 470).

OFFICIAL GALLUP UK SUPER NINTENDO CHART

1	DIDDY'S KONG QUEST	Nintendo	SP40 82%
2	YOSHI'S ISLAND	Nintendo	SP36 94%
3	KILLER INSTINCT	Nintendo	SP36 85%
4	FIFA SOCCER '96	Electronic Arts	SP37 84%
5	SUPER METROID	Nintendo	SP25 91%
6	STREET RACER	Ubi Soft	SP20 92%
7	SUPERSTAR SOCCER DELUXE	Konami	SP38 94%
8	THEME PARK	Ocean	SP36 92%
9	JUNGLE STRIKE	Electronic Arts	SP27 87%
10	DOOM	Ocean	SP32 91%

SUPER PLAY'S HOT LIST

Not that they have any time to play games, this is what the team's supposedly been playing this month

ALISON

It might have been an affinity with heaving bosoms and rings through the ears that attracted *SP*'s editor to *Cutthroat Island* but we suspect it was more to do with Matthew Modine. Unfortunately, it couldn't have had anything to with decent gameplay.

OLLIE

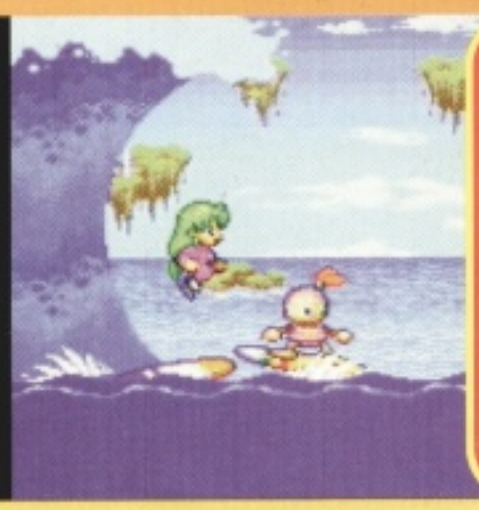
Quark XPress may not be available on the SNES yet but that's no bad thing as Ollie hasn't got time to play any of that console-type rubbish anyway. "This is a real computer game – seconds to learn but years to master," he claims. Nah, we don't believe him either.

TONY

It wasn't until we delved into the archives for this month's Top 100 feature that Tony remembered just how brilliant Samus's SNES adventure is. "I can't believe you can get it for 15 notes," he said, as he held a joypad in one hand and fashioned a plasticine *Metroid* larva with the other.

WIL

"It's *Goemon*, right? Not Goeman. Not Geoman – *Goemon*. GOEMON! Do you hear? Some magazines, eh? Think they know about games, do they?" As you might have guessed, Wil's been plugging away at the legendary Japanese thief's latest exploits.



The SUP

All-time top

SUPER PLAY

200 SNES games

There are around 1,000 games available on the Super Nintendo worldwide, and, faced with such an overwhelming choice, we figured you might need some guidance.

So, it's with no small amount of pleasure that we present The *Super Play* All-Time Top 100 SNES Games, your guide to the creamiest pieces of SNES software ever developed, compiled by our expert team after countless considered debates and a similar number of heated arguments.

We don't expect everyone to agree with our choices, but we certainly don't want any letters along the lines of "Whaaatt? *Rampart* better than *Donkey Kong Country*? No way!", so please don't send them.

Just make yourself a cup of tea, put your feet up on the sideboard and enjoy...

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100

Cool Spot Virgin 8Mbit SP14 82%

Before Dave Perry was selling the cartoon rights to garden-based invertebrates for millions of dollars, he was designing platformers like this for Virgin. Its twist – and there has to be a twist, or the game's Just Another Platformer, right? – is Spot's size: he's a veritable Tom Thumb in the game world, making for a lengthy supply of size comparison japerings. The graphics are topper too, mind, and as a whole it stands as one of the few non-Mario platformers worth anything more than a passing glance.

99

Samurai Spirits Takara 32Mbit SP28 84%

If any game company is synonymous with any one particular type of game, it is Takara and beat-'em-ups. The two go together like Princess Di and divorce papers, and while the Japan-based coders have released many disappointing examples in their time – *World Heroes* and *Art Of Fighting*, to name but two – *Samurai Spirits* is one victory. This SNES version lacks the screen-scaling of the coin-op/Neo Geo original, and it's not as polished as we would have liked, but it retains enough of the original's flavour to make it worthwhile.

98

Hebereke's Popoitto Sunsoft 8Mbit SP39 86%

Sunsoft's second 'tribute' to *Super Puyo Puyo* (their first was *Hebereke's Popoon*) sees them getting just that little bit closer to its greatness. *Popoitto* uses the same link-four-colours concept and peppers the gameplay area with a number of nasties which have to be removed before you can even think about moving on to the next stage. And before you ask, no, we've no idea what *Popoitto* means, either.

97

Unirally Nintendo 4Mbit SP29 85%

The only SNES-only game from Scottish coders (and Dream Team members) DMA Design, *Unirally* is a fine example of original gameplay and innovative graphics. Using a process not far removed from Rare's ACM, the unicycles call upon countless frames of prerendered animation to give a splendidly vivid, if occasionally headache-inducing, look to the thing. Perhaps the fastest game around, the enjoyment of hammering around loops and twirls is heightened by the split-screen two-player mode, which makes all the difference.

96

Spike McFang Bulletproof 8Mbit SP24 82%

Originally released in Japan as *Dracula Kid*, *SMF* is cuteness incarnate. It qualifies more as an arcade adventure rather than an ARPG, and its action-led style allows it to be a diverse little package, one moment seeing you white-water rafting, later seeing you walking rafters battling spiders. The magical attacks, based around a playing card theme, are novel, and it all adds up to a very original title.

95

Donkey Kong Country Nintendo 24Mbit SP27 90%

It's interesting to note that when Nintendo gave Rare the licence to produce a game on their behalf, they chose not to let them have Mario to play with, but Donkey Kong – a character with nowhere near the same amount of kudos nor following as the platform-pounding plumber. Did they not trust our Warwickshire-based chums to turn in an effort to do Mazza justice? We could pontificate all day. What's important is that Rare did a decent job, especially when you consider at the same time they created a new era of SNES graphics to boot.

94

The Lost Vikings Interplay 8Mbit SP8 84%

Heaven knows where Interplay found the inspiration for this, a platformy puzzle-type thing starring three rough-hewn bearded geezers, but here the game is, and a compelling little thing it turns out to be too. You tackle each level in a sort of back-and-forth fashion, switching between the vikings in turn as you reach bits which require their individual skills to overcome. Yes, it probably sounds a bit cruddy, and admittedly the whole thing has something of a Commodore 64 game feel to it, but it's original.

93

Super Parodius Konami 8Mbit SP5 86%

Essentially *Gradius* on hallucinogens, with delightfully remixed versions of a number of well-known pieces of music and boss characters to make you weep with disbelief, this is an old shoot-'em-up with lots going for it. If you're not familiar with *Gradius*, well, what the heck have you been doing for the last ten years? Pressing flowers? We shall explain: It's a forced horizontally scrolling shooter whose most novel contribution to the genre is the concept of 'multiples' – little pods which follow your ship and act as companions. Do you see?

92

Desert Strike Electronic Arts 8Mbit SP4 90%

Fact: the only people who claim that military hardware is fascinating are dull people. (Unless we're talking fantastical military hardware, of course – give us a 50ft assault suit and watch us smile.) And so it comes as little surprise that *Desert Strike*, in which you fly a modern-day combat helicopter, is not as fast-moving or exciting as fantastical shooters. Dessy might fairly be termed a thinking man's shoot-'em-up, in fact, but its challenge and distinctly un-PC themes make it hugely appealing.

91

Kikikaikai Natsume 8Mbit SP5 88%

Capcom's *Gunsmoke* and *Commando* coin-ops paved the way for countless games presented in the same vein, and *Kikikaikai* is one of the finest examples you'll see on the SNES. More difficult than its slightly prettier sequel (which was published by Ocean in the UK under the name of *Pocky And Rocky 2*), it chronicles the exploits of a young, reifu-throwing sorceress and her cuddly raccoon companion. As you'd expect from a game with a name like this, it's packed to the rafters with Japanese weirdness, and we love it dearly.

Side Pocket Marubeni 8Mbit SP19 86%

The game popular with fat lager-fiends and sponging students alike proves almost as playable in its SNES form as it does after a few cherryades down at the local watering hole. It's a great interpretation is Side Pocket, made all the more enjoyable by the fact that you don't have to get 50 pees from the bar nor argue over who's going to rack them up this frame. Oh, and it has one of our favourite speech samples ever (an ill-sounding woman who announces the title of the game as if she herself has had one too many cherryades).

90

Super Star Wars JVC/Virgin 8Mbit SP4 89%

When ex-editor Matt Bielby said that the music in *Super Star Wars* was "almost good enough to justify the price of the game on its own", he wasn't just being his typically over-enthusiastic self: this is a landmark in SNES music, capturing the mood and feel of the motion picture like no other film licence game before or since. It's easily the most fun game of the trilogy, too, with a fatter-than-Jabba wodge of levels, endearingly recognisable graphics and slick platform shoot-'em-up gameplay.

89

Breath Of Fire Capcom 16Mbit SP24 80%

It took a long time getting a Western release (18 months, to be precise), but the wait turned out to be just about worthwhile. Forget about it providing anything like the involvement of Square's *FF* series because it comes across more as a clone than a fully-fledged attempt at taking them on equal terms. Instead look at it as an above average RPG with its own fair share of talking points, notably its clever day-to-night transitions and a healthy clan of likeable, if rather underdeveloped, characters.

88

World Masters Golf Virgin 16Mbit SP35 80%

There're enough golf games on the SNES to fill a pair of Jimmy Tarbuck's plus-fours, but this, the first effort by a UK development team (Arc Developments, if you're interested), leaves them all choking on sand as it chips delightfully out of the bunker and straight into the 'cup'. With corky Mode 7 flybys, four courses (Aldan Forest, Cranfield Lakes, Marston Beach and Victoria Plains), a workable 'three-press' power bar system, and generally pleasant presentation all-round, it's everything the ardent fan could ask for.

87

Xandra's Big Adventure Namco 8Mbit SP1 85%

If you've ever opened a packet of Jelly Babies, picked out a green one, held it between thumb and forefinger and thought, 'I wonder what it would be like to be this green jelly feller', then you should a) consider taking up some form of medical help, and b) buy *Xandra's Big Adventure*. Xandra, see, is a little guy made of green jelly, and he takes up a pitchfork in an umpteen level platformer that's filled with the kind of innovation you'll *only* find in Japanese software. Keep an eye out for *Whirly*, the European version which wasn't released in the UK.

86

Ultimate Parodius Konami 16Mbit SP27 85%

There's little to say about *Ultimate Parodius* other than that it's an improvement over the original (yes, even though it scored one per cent more in our review) but not quite up there with the latest instalment (yes, even though we gave that game two per cent less) which you'll find further up the list. It's all a trifle confusing, we admit, but at the end of the day the review scores here are pretty irrelevant – some of the older games have aged better than others, and... oh, just trust us, okay?

85

Jurassic Park Ocean 8Mbit SP13 89%

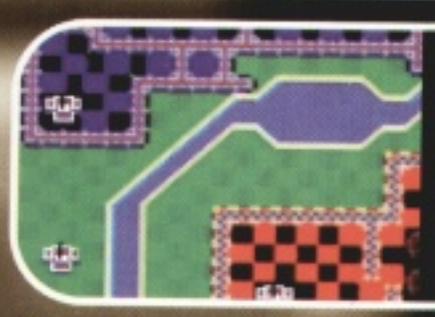
Licencemeisters Ocean inevitably snatched the rights to Spielberg's T-Rex of a movie and surprised us all by delivering a game which is not only entertaining but fairly original, too (which is more than can be said for Sony Imagesoft's *Jurassic Park 2*). Incorporating *Gauntlet*-esque outdoor bits with a selection of indoor sections rendered à la *Wolfenstein*, *JP* presents a series of tasks which add up to a well-rounded arcade adventurey challenge.

84

Pugsley's Scavenger Hunt Ocean 8Mbit SP7 90%

Ocean were one of the first UK-based outfits to really get behind the SNES, and it didn't take them long to coax wonderful things out of it. *Addams Family Values II: Pugsley's Scavenger Hunt*, to give it its full name, was early evidence that Brit coders could do stuff to rival the best of what Japan had to offer, with its magnificent use of colour and ingenious presentation (check out the level which takes place inside Granny's crystal ball for proof). While not nearly as player-friendly as any Mario game, this hasn't aged badly at all.

83



Rampart Electronic Arts 8Mbit SP2 79%

The best videogames, some say, are those where more than two or more people can take part at once. While RPG fans would contest this claim with their biggest +1 Swords of Chaos, *Rampart* illustrates perfectly just how much can be gleaned from a concept once you throw another player into the mix. A two-player conversion of Atari's three-player trackball coin-op, *Rampart*'s a game which tests both fast-paced shooting accuracy and *Tetris*-like building skills. It is a unique game and has unjustly gone dismissed by most SNES owners.

82

Secret Of Evermore Square Soft 24Mbit SP39 81%

The long-awaited attempt of Square Soft's American arm to produce something to rival *Secret Of Mana* turned out, perhaps inevitably, to fall some way short of those magical standards. There's still quite a bit here to get excited about, of course, notably the combat system (smooth and fast-paced), the atmospheric sound effects (Wil likes the noisy market scene) and the alchemy principle (whose mix-and-match spell-making replaces the more common simpler methods in just about every other RPG). And it's out in the UK.

81

80

NFL Quarterback Club '96 Acclaim 24Mbit SP40 89%

To quote Tony's flatmate Will Groves, who guest reviewed this in issue 40, "As usual, non-gridiron fans will take a lot of convincing but anyone who knows the game and has enjoyed *Madden* in the past might want to consider sacrificing just a tiny bit of the Fat One's on-field experience for the more managerial/coaching experience of *NFLQBC '96*." What the scruffy urchin's trying to say is that this is the best American footy game on the SNES. He just gets a little bit mixed up sometimes, bless him.

79

World League Basketball HAL 8Mbit SP N/A 84%

Way before *NBA Jam* strode onto the court with its size-16 Nike Air Maxes, this was the best basketball sim on the SNES by a fair chalk. Making full use of Mode 7 to spin and scale the court – and induce vomiting in ex-editor James Leach's case (yes, really) – it gets a trifle confusing following the action for the first hour or so of play, but give it time and it gels to form a most satisfying sports sim.

78

The Chaos Engine Bitmap Bros 12Mbit SP18 89%

Most videogame programmers are happy to remain anonymous apart from a credit at the end of their games. Not so the Bitmap Brothers, who insisted upon getting their mugs in anywhere and everywhere. Their desires to be famous aside, they make good games, and this is one of 'em. It's *Gauntlet* for the '90s, except with only two players and, well, much fewer levels. What's especially commendable is that if you don't have a human companion kicking about you can opt for a CPU-controlled variety, whose behaviour is remarkably convincing.

77

Ogre Battle Enix 12Mbit SP34 80%

It was hard to believe that sound as lush and graphics as sumptious as those in *Ogre Battle* could belong to a mere strategy game. Even a slight lack of involvement during the actual battles couldn't deter a pointy-hatted Zy from extolling its virtues. Should you be fluent in Japanese, you could replace *Ogre Battle*'s entry with its oft delayed sequel – *Tactics Ogre* which surpasses it in every department. As there seems to be no sign of it appearing here though, *Ogre Battle* still wins out as the best-looking fantasy strategy game available.

76

Jungle Strike Electronic Arts 16Mbit SP33 83%

The *Strike* games – *Desert*, *Jungle* and *Urban* – fall into that horribly clichéd category of you'll either love them or hate them. Some gamers – mostly hardcore arcade fans – simply can't abide the way they limit your munitions and fuel, meaning that you're always working against the clock and a finite amount of times you can pull on the trigger, while those of a more strategic bent find the approach invitingly taxing. Us? We're quite partial to a spot of *Strike*age, and feel this is the best of the trilogy on the SNES.

75

Mortal Kombat 2 Acclaim 24Mbit SP24 90%

Perhaps the biggest grumble ever – bigger even than "Waaagh! Why aren't we getting such-and-such an RPG in the UK?" and "Why can't I 'be' the bosses in *Street Fighter II*?" – must be "Why isn't there any blood in *Mortal Kombat*?". Such gripes were more forgivable than most, though – after all, the gore and violence was MK's main selling point, despite whatever Williams would like to believe to the contrary. This *MK2* conversion pulled over all of its coin-op counterpart's juicy bits to become a worthy little fighting game.

74

Street Racer Ubi Soft 8Mbit SP25 91%

There have been many occasions when we've found our jaws collecting fluff off the carpet. And second only to Ollie's ability to consume an entire packet of chocolate digestives in three seconds flat in the jaw/floor interfacing department is the four-player split screen mode of *Street Racer*. Four independent Mode 7 windows running at speeds in excess of *Super Mario Kart*, thanks to its "Look, ma! No Super FX chip!" coding, cement *Racer*'s inclusion in the Top 100.

73

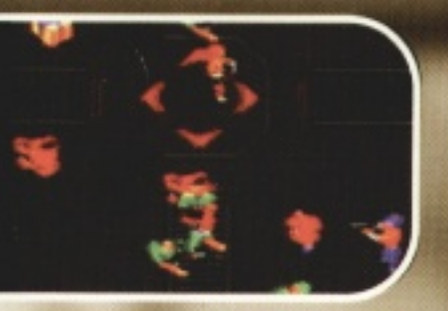
Earthworm Jim Virgin 24Mbit SP29 91%

Created by Dave Perry's hand-picked team of programmers and designers, Shiny Entertainment (of whom Nick Jones, who programmed SNES *Alien 3* while still at Probe, is one, videogame trivia fans), *Earthworm Jim* can justifyably claim to be the first ever game to come close to looking like a cartoon. It could also lay claim to being one of the most imaginative games to reach the SNES, and proves that it *is* possible to makes videogames genuinely humorous.

72

Super Smash TV Acclaim 8Mbit SP1 84%

Super Smash TV was the first game Ed 'Mortal Kombat' Boon produced when he joined Williams' coin-op division, a fact which should give an insight into its nature. Yes, destruction, death and carnage are the objectives in this update of the classic early '80s coin-op *Robotron 2084*. The coin-op used two joysticks, one for moving your blokey, one for aiming your shots, and the SNES joypad's four-button arrangement made the conversion as playable as anyone could have hoped. The two-player facility is the icing on the cake.



71

Super Family Tennis Namco 8Mbit SP11 83%

If *Super Tennis* had a multitap option, this game probably wouldn't have made it into the Top 100, but it doesn't, so it does, if you follow. With a more limited range of shots than *ST*, its graphics and presentation nevertheless surpass it with some ease. The animated backdrops are especially noteworthy and demonstrate the kind of attention to detail missing from the likes of *Jimmy Connor's Pro Tennis Tour*, *David Crane's Amazing Tennis* and Wil Overton's Office Cardboard Racquets And Sellotape Ball Tennis.

Lemmings 2 Psygnosis 16Mbit SP26 88%

Green hair, blue capes, big feet – yep, Ollie's mates really are a weird bunch. Boom boom. Anyway, what we have here is the sequel to the world's most popular puzzle game after *Tetris*. This follow-up introduces the idea of breaking down *Lemmings* into tribes, each bearing characteristics unique to that breed, thus making each more suited to certain types of level than others. What makes it all worthwhile is that an awful lot of thought has gone into putting the all-new levels together – an all too rare occurrence in a sequel.

70

Mortal Kombat 3 Acclaim 32Mbit SP37 85%

After hauling *MK2*'s blood-soaked carcass back into the workshop, Williams returned with a game that's bigger, juicier and more stuffed with secret bits than an MP's private life. While the characters occasionally feel more lightweight than those of the former game, and the presentation lacks its punch, if you're going to bother with any of the *Mortal Kombat* series you really should make it this one. As a conversion it's sound, and you'll not go far wrong with it if you bear in mind it's not trying to *be Street Fighter II*.

69

Diddy's Kong Quest Nintendo 32Mbit SP40 82%

When we put Rare's latest platformer head-to-head against *Yoshi's Island* last issue it slowly became apparent that Brit designers still have a lot to learn from our chums across the oceans. Judged purely on its own merits, *DKQ* is nevertheless a perfectly serviceable example of one of gaming's oldest themes, with especially gorgeous graphics – perhaps the best ever seen on the SNES, in fact – and a difficulty level that'll keep you pumping away at the joypad for hours. Or at least until you break it through sheer frustration…

68

Pop 'n' Twinbee Konami 8Mbit SP8 84%

No, we don't know why it's called what it is, either. What we *are* certain of, though, is that it's the second best of the pitifully small amount of vertically-scrolling shooters on the SNES. The Konami trademarks are evident from the moment the first ground-based nasties – a group of living pineapples, no less – scroll into view, and it retains a cute, messed-up-in-the-head spirit all the way through. Its low point is its difficulty setting (which is low), but with the three elements of gameplay, graphics and sound in such full effect, you hardly care.

67

Sensible Soccer Sony Imagesoft 8Mbit SP15 91%

While neither as fast or comprehensive in scope as the Mega Drive or Amiga versions, SNES *Sensi* is still accomplished enough to deftly sidestep every single one of its competition… well, except for *ISSD*, of course, which stands in its path like a impassible brick wall. Simplicity and speed are the two factors which distinguish it, and although it will feel more like a game of pinball than football to the uninitiated, everything eventually becomes second nature after repeated play. Just like football in real life, really.

66

Parodius 3 Konami 24Mbit SP41 83%

The third – and best – instalment in the series offers an incredible 16 characters to choose from – eight male and eight female (er, we think, although it's difficult to sex spacecraft) – and, unbelievably, the most hatstandish elements ever to make it into a game. If you missed the review last ish, you won't have seen the karaoke-singing panda in a dress or the lipstick-shooting, bra-wearing robot boss. Which, come to think of it, you're probably better off not seeing.

65

Flashback Sony Imagesoft 16Mbit SP15 91%

We don't welcome conversions from other formats, generally speaking (unless that other format is a coin-op), but we're willing to make an exception for this, Delphine's follow-up to *Out Of This World*, which comes to the SNES via the Amiga. An early exponent of the graphical technique of rotoscoping – where a real person's movements are recorded to generate game animation – it's a platformer with heavy adventurish overtones. The animated cut scenes work well, and it's sad to contemplate never seeing its like on the SNES again.

64

R-Type III Irem 16Mbit SP16 83%

Masters of the scrolling shooter Irem finally proved they had what it takes – they'd already given us the lacklustre *Super R-Type* and *Gunforce* – with this, a game that isn't, surprisingly, a conversion of the coin-op but a totally original effort. Using Mode 7 in just about every way imaginable it provides one of the few examples of games of this type worth investing any time into. While most others are as predictable as Anthea Turner's inane grin, *R-Type III* starts out originally and continues to try to improve on itself over and over.

63

UN Squadron Capcom 8Mbit SP1 91%

A loose conversion of their coin-op of the same name, *UN Squadron* is one of Capcom's finest SNES games. Based on the anime and manga strip *Area 88* – which was used for the game's name in Japan, incidentally – it's a horizontally-scrolling shooter in the classic mould, with all the usual power-ups and attack wave/boss structure we've come to expect since the likes of *Gradius* set the agenda. Novelty bonus points come in the form of a shop where you buy new weapons and the opportunity to pick and choose your way through levels.

62

Civilisation Koei 12Mbit SP41 88%

Civilisation looks like a pile of nob. It also plays like a bit of a clinker when you start out. But give it a chance and it'll grab hold of your attention like a pit bull terrier to the seat of a postie's trousers. You start as a leader of a tribe whose purpose is to build it up over the years into a flourishing society. Along the way your scientists invent various items and concepts with the goal being to make it into space by the year 2001. To some this will prove as boring as Brian Walden, but *Sim City* fans will lose themselves in it for weekends at a time.

61

60

Super Aleste Toho 8Mbit SP3 87%

At a time when few thought the SNES could cut it in moving lots of details around the screen, *Super Aleste* came along and delivered non-believers a punch to the throat they wouldn't be forgetting in a hurry. We are talking Sprite Central – so much so that it occasionally gets a mite tricky working out what's going on – and this technical achievement coupled with the seven types of weaponry make for a most enjoyable brains-off, triggers-on blaster. The downside? Oh, you *had* to ask, didn't you. It's not massively difficult. Damn.

59

Out To Lunch Mindscape 8Mbit SP12 84%

Of all the ideas anyone could come up with to build a game around, cooking must rank as one of the least likely to turn out any fun. But *Out To Lunch* is fun with a capital 'F'. It's jollier than Father Christmas, more compelling than an opened tube of Pringles, and as welcoming as an open-armed Claudia Schiffer. The secret of its success? It doesn't try to blind you with over-the-top graphics or convoluted storylines – instead it delivers good traditional gameplay values polished up with dinky presentation and amusing graphics.

58

Theme Park Ocean 8Mbit SP32 91%

Trust Bullfrog – creators of such adrenaline-pumping titles as *Populous*, *Populous 2* and, soon, *Sim Hospital* – to come up with a game which asks you to manage a funfair. It's not nearly as dull as it sounds, of course – funky presentation, groovesome graphics and super-addictive gameplay ensure that it's rarely anything less than fascinating. Perhaps not destined for the classic status which *Sim City* has earned itself, *Theme Park* nevertheless shows what the cream of the UK's development talent can offer the world.

57

NBA Jam: Tournament Edition Acclaim 20Mbit SP30 90%

A super conversion of the smash-hit coin-op which puts action ahead of strategy, resulting in a fast-moving game. While we're here, have you ever wondered why Acclaim games such as this and the *Mortal Kombat* series have so many hidden options and cheats? Well… it's because during the months that follow a game's release, players seek them out and send them to mags like Super Play, which duly print them, giving the game bonus coverage, sometimes for up to three months. Free advertising, see?

56

Sparkster Konami 8Mbit SP25 89%

Originally something of a celeb on the Mega Drive, the opossum hit the SNES in some style in 1994. Not as celebrated as it deserves to be, *Sparkster* is one of the funkiest platformers we've had the pleasure of playing, with bosses bonkers enough to make your hair fall out and Special Bits stacked up to the ceiling. Such as, you ask? A giant robot boxing match in space, rotating missiles almost a screen in height and beautiful watery reflections. You'd best play it on a difficulty setting trickier than Normal, though…

55

Micro Machines Sony Imagesoft 4Mbit SP26 83%

It was inevitable that, after producing countless budget-priced racing games on 8-bit computer formats (remember the likes of *BMX Simulator*?), Codemasters would get around to exploiting the theme on a console. The result, first seen on the NES, was a revelation, and this more-or-less straight conversion offers as many larfs as ever, with some parallax scrolling and an enhanced multi-player option being the only real enhancements. Micro Machines is simple, addictive racing fun the way your mother used to make it.

54

NHL '96 Electronic Arts 16Mbit SP37 90%

If you've ever visited the local ice rink only to be bundled over by a four-foot-tall 10-year-old as he zig-zags around at around 60mph, you'll appreciate this opportunity to zip around an expanse of frozen water without the risk of battered knees and a pride to match. More than that, though, it's the latest and best of EA's top-selling ice hockey series, with super-slick gameplay and as many options as you could wish for (although we wouldn't have said no to being able to leave the ice, pick up some chips from the fast-food bar).

53

Micro Machines 2 Ocean 8Mbit SP39 88%

Like the original *Micro Machines*, except with more tracks, more vehicle types and more, well, fun. Some of the new course designs are a bit on the clumsy side, but it matters not. That's all there is to say, really. Um… How about a joke? Okay, a man goes into a pub with his pet giraffe and buys it a pint of beer. After drinking it, the poor animal collapses and dies, spurring the landlord to say, "Hey, you can't leave that lyin' there!", whereupon the bloke replies, "It's not a lion, it's a giraffe". No? Erm… it loses a lot when it's written down.

52

Prince Of Persia Konami 8Mbit SP5 89%

If turbans and voluminous 'loons turn you on, you'll be gagging for a bash on *POP*, whose lead character sports some of the most attractive arabian duds going. This platformy slasher is very much an acquired taste: its controls are notoriously fiddly to get to grips with and the hazard-packed levels don't suffer fools gladly. But put in the effort and be prepared to indulge in no small amount of hair-tearing along the way and you'll get a great deal out of it.

51

Mickey's Magical Quest Capcom 8Mbit SP3 89%

Whether you're swimming through the sap of a tree or fighting a boss character who rotates as he skates in a half-pipe made of ice, the graphics in *MMQ* never fail to raise at least one eyebrow. Its rock-solid platform gameplay is spruced up by Mickey's 'magical' ability to change between outfits as the game progresses, allowing him to play with such diverse personas as a mountaineer (with grappling hook) and a firefighter (with working hose). Not overly taxing, but one of the prettiest and most charming games in this list.

Turtles: Tournament Fighters Konami 16Mbit SP15 90%

At a time when every man and his dog was scrambling to clone *Street Fighter II*'s legendary gameplay, it was left to Konami to do the job right. Their blatant rip-off, featuring the pizza-crazed foursome and a selection of adversaries from the animated series, worked because, unlike the many clones which altered *SFII*'s core gameplay in order to differentiate themselves, it didn't really try to be different – its only major gameplay change being a power-move bar. Stonky special moves places this among the best *SFII* rips going.

50

Super Bomberman 2 Hudson Soft 8Mbit SP21 91%

Every fan of *Bomberman* had their fair share of ideas about what they wanted to see in this sequel. Whether they were pleased with what they got – player-coded bombs, various new power-ups, and the biggy, playing areas in the main game option which scroll over large areas – remains another thing altogether. Whatever the case, *SB2*'s battle mode is enough in itself to make this a worthwhile undertaking, especially when you consider that, like many of the games here, it's kicking around now for less than 20 golden round ones.

49

Bust-A-Move Taito 8Mbit SP34 84%

'Do'ing a puzzle game is hard. It either goes very right (see *Kirby's Avalanche*) or very wrong (see *Zoop*). *Bust-A-Move* (or *Puzzle Bobble* in Japan or in the arcades) belongs very much to the former category. Its one-player mode is fairly forgettable but its two-player option has been known to force an office to grind to a halt for an afternoon, such is the volume of competitive juices it's able to squeeze from participants. It's a simple link-the-colours affair, but its speed and accessibility make it essential to anyone who's always got a pal handy.

48

Solstice II: Equinox Sony Imagesoft 8Mbit SP8 91%

There are few things worse than having to listen to a self-appointed videogame expert bang on about how 8-bit games remain far superior to any others since. But 8-bit games have their uses, and the most obvious is in influencing games of today, which is why *Equinox* works – because it took an excellent 8-bit game theme (the isometric 3D 'arcade adventure') and made it better. Apart from its showstopping soundtrack (another Tim Follin masterpiece), other stand-out points are its unusual colour scheme and high level of challenge.

47

Soul Blazer Enix 8Mbit SP2 89%

As one of the few *Zelda*-alikes to come anywhere near touching Nintendo's work of genius, *Soulblazer* dates back to 1992. You play a fresh-faced young adventurer whose task is to return a withered kingdom to normality. The action may seem repetitious at first, but the enormous range of characters – with numerous animals including a dog named Turbo – and a consuming quest make this one of the most addictive and rewarding ARPGs to hit the SNES. You'll have to dig hard and deep to find it these days, but it's worth it.

46

Killer Instinct Nintendo 32Mbit SP36 85%

Although the formula '*Street Fighter II* + *Mortal Kombat 2* + ACM graphics = top-selling game' could be construed by sceptics as lazy design, Rare's first attempt at a one-on-one beat-'em-up is constructed with such professionalism that it's difficult not to enjoy it. Yes, the concept of combos in excess of 40 hits borders on the ridiculous and the characters on show lack the charisma, and therefore appeal, of Kenneth and co., but *KI* is proof positive that *Street Fighter II*'s playing style – which it clones – cannot be beaten.

45

Breath Of Fire 2 Capcom 20Mbit SP41 81%

When resident RPG-head Zy Nicholson says that a new example of the breed has "friendly menu-driven combat, superb real-time effects, isometric battle scenes and some likeable weirdness" you know it's worth more than just a cursory examination. And this *BOF2* most definitely is: still shorter on quality than Square's best output but strong enough to placate his fellow pointy-hat wearers. Which is, dear readers, why it earns the right to ease its buttocks into one of the 100 comfy chairs at *Super Play*'s Table of Excellence.

44

Front Mission Square Soft 24Mbit SP31 88%

Foregoing their usual magic and monsters stronghold Square came up trumps with this future war strategy game based around the infamous 'Mobile Suit'. With a superbly polished menu system and wonderful isometric battle fields, *Super Play* soon warmed to what could have been a rather dry stats fest. For a game that's yet to be released outside Japan, potential players should be comforted by the fact that Square have, in an effort to Westernise the story, written all the menus in English. All this and Tommy Chong too.

43

Earthworm Jim 2 Virgin 24Mbit SP39 85%

It would have been easy for Shiny to fart out any old sequel, but at almost every turn this shows what happens when you spend good money on good programmers and designers: you get a good game. From avoiding stairlift-bound grannies to rescuing puppies by bouncing them on a marshmallows, *EWJ2* goes out of its way to further push the platform game envelope. Luzz a top soundtrack and a decent level of challenge into the mix and you have something which bodes well for Shiny's imminent efforts on the Nintendo 64.

42

Illusion Of Gaia Enix 16Mbit SP26 88%

This charming pseudo sequel to *Soul Blazer* provides ample proof of Enix's mastery of the action RPG niche. You don't have to worry about a list of stats the length of your arm; just pick up your sword and go. As with *Blazer*, there's a selection of NPCs who brighten up the proceedings considerably, and the lead character's ability to change into a super-powered form at various points ensures that there's always something new waiting just around the corner. It's out in the UK as *Illusion Of Time* – go and look for it right now.

41

40

Earthbound Nintendo 24Mbit SP35 88%

The fact that this is the only game on the SNES to feature a signpost advertising 'DRUGS' should be enough to convince you that it's not just yer everyday RPG. If the word crude could have been invented to describe its graphics, the words quirky and ingenious might well have come into being to relate to its other parts. Its combat system is limited, but the storyline, tripped-out visuals and subtle soundtracks ensure it's never anything less than totally entertaining.

39

Super Bomberman 3 Hudson Soft 16Mbit SP37 89%

What Hudson Soft seem to have failed to realise during their updating of *Bomberman* is that the game is at its most fun in multi-player mode, yet this third part contains less battle screens than the only-quarter-as-big original. What's just as frustrating is that the enhancements on offer in this third part – kangaroos to ride and an 'after-death' play-on feature, to mention the most important ones – only hint at Hudson's design talents, and you can't help yearning for more. But it's still *Bomberman*, and *Bomberman* is brill.

38

Cannon Fodder Virgin 8Mbit SP28 89%

Cocky coders Sensible Software plucked the little chaps out of *Sensible Soccer* and plopped them into a military warzone to produce one of the most enjoyable and original games to reach the Amiga. The SNES version is as accurate a conversion as one could wish for, and the guide-the-soldiers gameplan remains as playable as ever. Best appreciated with a SNES mouse, the only flaw to be found in it rears its head in a later level where success seems to lies as much with luck as it does out-and-out skill.

37

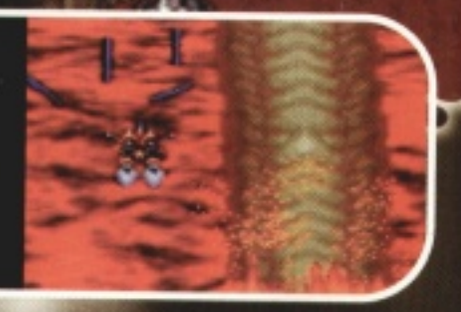
Super Castlevania IV Konami 16Mbit SP35 80%

Simon Belmont may be the most unlikely name for a hero since Cecil (out of *FFII*), but this, his first 16-bit game, is a showcase title. It's something of a slow starter, however, and you'd be forgiven for playing the first couple of levels and going away wondering what the fuss is about. Stick with it, though, and its true colours make themselves known in the form of a barrage of memorable pieces of music and some of the cleverest use of Mode 7 ever seen. It's rock hard in places and you'll feel a proper smug bugger when you finish it.

36

Axelay Konami 8Mbit SP2 85%

If technical achievement was the point-of reference for this Top 100, Konami's old but golden shooter would trample all in its path. From start to finish, *Axelay* is an extraordinary game. Alternating between vertical- and horizontal-scrolling levels, each is as memorable as the next, whether it's the lava-flooded wastes of level four or the subterranean caverns of level five (complete with stunning echo effects). A graphical and sonical tour de force, it's hampered by a difficulty curve which will challenge only the most noviciate of gamers.



35

Starfox Nintendo 8Mbit SP7 93%

When Argonaut invented the Super FX chip it was the equivalent of Pamela Anderson discovering cosmetic surgery. The first fruit of the marriage between 16-bit SNES and 32-bit RISC chip is, like *F-Zero*, a piece of gaming history that no SNESite can afford to have missed. Inspired by Namco's *Starblade*, it's polygon shooting at its finest as you and three animal chums team up to take down the evil Andross and his cohorts through levels based both over land and in space. Miyamoto's influence makes all the difference.

34

Shadowrun Data East 8Mbit SP10 85%

Grim. Gritty. Grimy. Um… Greasy? (Just get on with it – Ed) Okay, here is a game which should have kick-started an entire series of similar SNES games if there was any justice in the world, but instead remains just the high point on the C.V. of Australian coders Laser Beam. A (hnngh) 'cyberpunk' adventure, it's an isometric 3D actioner where you wake up to find yourself with no memory and must proceed to unravel a tale by cybernetically enhancing your body, 'jacking' into 'matrixes' and whatnot. Oh, and there's tons of killing.

33

Actraiser Enix 8Mbit SP2 90%

When the great SNES versus Mega Drive debate was at its height, *Actraiser* was wielded in the SNES's corner as an example of just how superior the Nintendo machine's sound capabilities are, thanks to Yuzo Koshiro's masterful soundtrack. Audio thrills aside, there's a corky game in here too, presented as a selection of platform slashing levels accessed via a main map section, itself an enjoyable God game-type thing where you must tend to the world's populace. The long-awaited sequel was pump, incidentally.

32

F-Zero Nintendo 4Mbit SP1 86%

The Amiga had *Marble Madness*, the Mega Drive had *Super Shinobi*, and the SNES had this. What are we talking about? Killer apps, of course – games which sell their machines on their merits alone. Any hardened gamer witnessing *F-Zero*'s stunning exploration of Mode 7 had to have a machine of their own. There's no two-player option, the courses are bland when compared to those of *Super Mario Kart* and it's only a paltry four megabits big, but it's lightning fast and gloriously playable.

31

Chrono Trigger Square Soft 32Mbit SP37 90%

We awaited this game's arrival – the product of Akira 'Dragonball' Toriyama, Yuji 'Dragon Quest' Horii and Hironbu 'Final Fantasy' Sakaguchi – with such abatement of breath we nearly keeled over our keyboards and expired. And when it arrived, it nearly lived up to those lofty expectations, with a roster of smashing-looking characters and a natty time-travelling storyline. The only criticism to be levelled at it is the lack of character depth and overall lightweight nature when compared to the *Final Fantasy* series.

Tiny Toon Adventures Konami 8Mbit SP5 89%

Years before *Yoshi's Island* planted its innovative feet on the SNES, Konami's *Tiny Toon* title – known as *Buster Busts Loose* in the UK – was doing fresh things with the stale-as-last-month's-Hovis genre. As early as level two you come across a section where the game holds up while you're required to take part in a bit of rope skipping before you can pass, while later levels include a game of American football and a space-based bit where you can totally invert gravity. It's all over rather too quickly, though, but we still love it tons.

30

Sim City Nintendo 8Mbit SP1 84%

Did you like Lego™? Do you still play with it secretly now? Do you still play with it *openly* now? Whatever the case, if you have even an inkling of interest in building things you'll love *Sim City*. It's not a game for everyone, but those willing to put in the time will discover an addictive experience. Mario creator Shigeru Miyamoto had a hand in this version, incidentally, giving it benefits over other versions including the green-haired helper-outer Doctor Wright and a great preset game scenario featuring a mighty Bowser attack.

29

Rock 'n' Roll Racing Interplay 8Mbit SP12 88%

If you've ever been stuck on a twisty country lane behind a flatcap-wearing octogenarian in an Austin Maxi, you'll have no doubt fantasised about having a whacking great assault cannon mounted on your bonnet. This is the sort of game you need to play to relieve such frustration. It's fast, slick and has about the most impressive geetar effects we've ever heard in a game, courtesy of real rock classics re-interpreted by game music genius Tim Follin. It has a fabbo simultaneous two-player too. Gaming rarely gets more fun than this.

28

Super Punch Out!! Nintendo 16Mbit SP27 90%

We like boxing. Not for real, of course (our soft faces are too delicate for such behaviour), but watching it on the telly and doing it in videogames. Especially when the videogame is *Super Punch Out!!*, Nintendo's long-in-the-making update of the NES title *Mike Tyson's Punch Out!!* Yep, simulated pugilism doesn't come any more entertaining than this. Well, not unless you count Taito's *Real Puncher* coin-op, which would prove as much fun, if only we could persuade Wil to be the one standing in front of its scanning camera. *(Oi! – Wil.)*

27

Plok! Nintendo 8Mbit SP14 90%

Apart from having the finest harmonica samples ever to grace the SNES (er, although we're not aware of any competition), *Plok!* manages to lift the trophy of Best UK-Produced Platformer, too. It achieves this accolade by being original. Plok, for example, is like no other game character, able to fire off all of his limbs until he's reduced to just a helpless torso. His charm is joined by a selection of vehicles to bomb around in, collectible special-power outfits and the best black-and-white levels we've ever seen. And we've seen a few, by crikey.

26

Goemon 2 Konami 16Mbit SP17 90%

Although only available in Japanese form – sales of the Western version of *Goemon 1, Legend Of The Mystical Ninja*, proved too low to warrant the 'trouble' of translating the sequel – if you only buy one import cart, make it this one. Although this looks similar to *LOTMN*, the platform-based sections are more detailed than before (and include a number of vehicles you can hi-jack and use to plough through the weirder-than-before nasties) while the all-new Mode 7 mecha *Goemon* sequences offer new gameplay. A Konami klassic.

25

Tetris Battle Gaiden Bullet Proof Software 8Mbit SP18 86%

'Gaiden', as many *Super Play* readers will know, is a Japanese word meaning 'side story'. *Tetris Battle 'Side Story'*, then, includes two modes: a battle option, which allows you to collect pods with which to build a spell meter; and a 's[t]raight' Tetris mode, which turns out to be the best version of *Tetris* available on any format anywhere, ever. Surprisingly, the battle mode is a fine and worthwhile twist, too. In all, classic stuff.

24

Super Bomberman Hudson Soft 8Mbit SP9 92%

To invent a new game style is one thing, but to create one which your competitors find near-impossible to rip off is another – which is what Hudson Soft did in creating the Bomberman concept. Die-hard fans agree that the first in the series is the best, with a battle mode simple enough to ensure that all the family can join in, while allowing experienced players to get to grips with grass-roots Bomberman gameplay. You could lock four people in a room with this game for 24 hours and they'd still come out smiling. Probably.

23

Street Fighter II Capcom 16Mbit SP1 94%

When *SFII* arrived in arcades in 1991, many gamers took one look at its six-button controls and wrote it off as something of a novelty – this was, after all, a time when three fire buttons were just about the limit in coin-ops. It didn't take long for the game's potential to shine through, though, and it became one of the biggest earners in the history of arcade gaming while the accuracy of this conversion did a similar amount of earning for Nintendo, selling SNESes by the shelfload. The inability to 'be' the bosses removes some of magic, though.

22

Stunt Race FX Nintendo 8Mbit SP22 93%

Only Nintendo's second Super FX title, *SRFX* (aka *Wildtrax* in Japan) is just as remarkable as their first. If you thought polygons came in only two varieties – dull and duller – you'll change your mind once you see this. The four vehicles – coupé, 4x4, 2WD and truck – all have personality and individualistic levels of handling and engine performance and the skill required to drive them is something that only comes with practice. Characteristic tracks and fab Stunt and Radio Controlled modes make this a driving game like no other.

21

20

Final Fantasy II Square Soft 8Mbit SPG 90%

There are many games that, without *Super Play*'s championing of them, would go unnoticed by the general SNES-playing community. *Final Fantasy II* is one example, serving to introduce those lucky enough to track down an import copy to the delights of turn-based combat and Square's deftness at weaving tales of magic, war and high drama in a fantastical setting where people with big eyes and even bigger hearts rule the day. The story, soundtrack and finely-tuned gameplay compensate to make it essential playing to all RPGers.

19

Cybernator Konami 8Mbit SP5 91%

Unique among shooters, *Cybernator* has a level of detail normally the sole preserve of the most hardcore Airfix modeller – who could forget the little blokeys who run around at your feet peppering you with their peashooter-like weapons, just begging you to turn your giant machine guns onto them? Or the three-screens-high end-of-game boss? Sadly, a sequel never materialised, but we're looking forward to *Gun Hazard*, by the same team.

18

Super Street Fighter II Capcom 32Mbit SP23 96%

We'll never know why Capcom chose to produce 'plain old' *SSFII* on the SNES when arcade-goers at the time were enjoying the souped-up *SSFII Turbo* (or 'X' as it's known in Japan), and it remains one of the most frustrating happenings in the machine's history. With four new characters (Fei Long, Dee Jay, Cammy and T. Hawk), new backdrops and new moves for old fighters, to name but a few improvements, *SSFII* is deserving of its place, but players coming to it after Turbo will expect speed, and its absence rather dulls the experience.

17

Doom Williams 16Mbit SP36 92%

If you work in the back room of a butcher's shop, *Doom* may not be nearly as appealing as it is the average Joe on the street. We're talking major slaughterage, see, dealt out with a series of chuff-off weapons that make Arnie's arsenal in Commando look like air pistols. Judged as a conversion, this is more complete than the 32X and Jaguar efforts, and although the lower screen resolution sometimes makes it look like an ugly bugger, the *Doom* playability remains intact, making it one of the most challenging and impressive games of '95.

16

International Superstar Soccer Deluxe Konami 16Mbit SP38 94%

Football games aren't difficult to write – chuck in a bit of grass, a few sticks at each end and get some players running about and you're half-way there. What's difficult is making them intuitive to play and deep enough to keep you coming back. *ISSD* shoots and scores in both of these departments, with playability that's as silky as Silky the silkworm's silk pyjamas and so many options that you'll probably never get around to all of them.

15

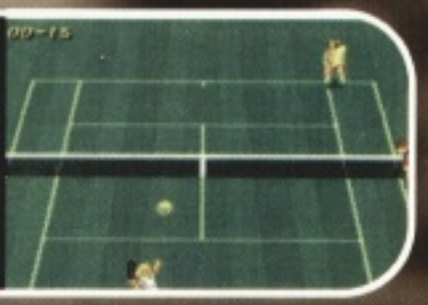
Zombies Ate My Neighbours LucasArts 8Mbit SP12 89%

We had little expectations for *ZAMN* when it turned up in 1993, a fact which made the discovery that it was utterly fantastic all the more pleasurable. Describing it as a maze game makes it sound dull, which it most definitely isn't. The detail, soundtrack, weapons system, two-player simultaneous mode, showstopping bosses, atmosphere… sigh, we just can't find anything wrong with it. Well, apart from the fact that they didn't have the balls to give it its full title in the UK, preferring the much less 'offensive' Zombies instead. Cuh.

14

Super Tennis Nintendo 4Mbit SP1 92%

Tennis. *Tennis*. TENNIS. TeNniS. Nope, no matter how it's written, tennis just doesn't sound exciting at all. But that's just what *Super Tennis* proves to be: the most enjoyable sports sim going. Translating a fast-moving sport such as this is tricky, but the programmers have somehow done it so well that it feels beautifully intuitive. The graphics look a little bittle basic by today's standards, but then, as they say, who looks at the mantlepiece when they're stoking the fire?



13

Kirby's Avalanche Nintendo 8Mbit SP33 91%

At a time when it looked like no-one would ever topple *Tetris* from its position as the greatest puzzle game in the history of all things, along came Compile with *Super Puyo Puyo* (later repackaged and renamed as a Kirby title for the US market). The idea is simple: groups of two coloured blobs fall from the top of the screen which you can rotate and move left and right, just like you can with a *Tetris* piece. Match four like colours and they disappear, sending rogue blobs to your opponent's side. So ace in two-player mode it's unbelievable.

12

Super Contra III: The Alien Wars Konami 8Mbit SPG 90%

Truly a landmark in SNES gaming, *Contra* as good as turned Nintendo's 16-bit machine into a coin-op. If it's Memorable Gaming Moments you're after you'll be wanting to play through this and be stopped in your tracks by a flyby bombing raid which sets the whole level aflame. Or maybe it'll be the giant Mode 7 crab boss which scales in and out of the screen as it attempts to jump on your head Or… or… There are simply too many. Perhaps the most exciting game on the SNES – this is one classy, timeless blaster.

11

Super Mario Collection Nintendo 16Mbit SP11 96%

Four of the finest platform games ever created come together to form a package which no gamer with any degree of self-respect should be without. In the order that they appear, then, *Super Mario Bros.* is the game that started it all, and is fabbage; *Super Mario Bros: The Lost Levels* is a tough data disk-like extension to part one; *Super Mario Bros. 2* is the odd one of the troupe, and pretty good; and *Super Mario Bros. 3* is the daddy of them all and nearly as good as *Mazza World*. Not as slick as the NES originals, but one helluva package.

PilotWings Nintendo 4Mbit SP1 92%

10

When the first screenshots of *PilotWings* filtered down through the videogaming press in 1990, anyone who knew a jot about gaming immediately knew that Nintendo's new machine was going to be something very, very special. Utilising Mode 7 better than any game since, *PW* is a flying sim with the emphasis on fun. With four types of playing style to master – rocket pack, biplane, hangglider and parachute – along with a combat helicopter bonus round, this is one game where total concentration and joypad dexterity are the watchwords. If you want something with a learning curve as long as your arm, this is yer game.

Super Metroid Nintendo 24Mbit SP20 92%

9

You've never played an atmospheric videogame until you've played *Super Metroid*: it is the most immersive game on the SNES and you've more chance of escaping the grip of a WWF wrestler than you have its enticing embrace. Produced in a similar fashion to *Zelda* – the accessible playing area at any given time being entirely dependant on what equipment you're in possession of – you will not stop playing until you've unturned every stone and explored every nook and cranny. Its distinctive graphical style and haunting soundtrack serve further in rubber-stamping it all over with the legend 'classic'.

Secret Of Mana Square Soft 16Mbit SP15 94%

8

A game almost synonymous with *Super Play* – in over three-and-a-half years it's perhaps had more mentions in these pages than any other – *Mana* remains one of the most beautiful exponents of the videogaming craft. An epitomic example of the action RPG genre, *Mana* is delicious, with sumptuous backgrounds, characters and soundtrack polished off with a classic rites of passage storyline. The game has become part of SNES gaming lore, not least because it's the only ARPG available in the West to allow three players to take part simultaneously. Buy it. Play it. Finish it. Play it all over again.

Legend Of The Mystical Ninja Konami 8Mbit SP15 90%

7

A veritable James Bond briefcase of game, with enough novelty touches to keep you sifting through its levels for weeks, *LOTMN* is Konami's finest hour. You simply *have* to play it with a friend rather than solo, then you'll truly appreciate innovative game design at its finest. Although the structure seems straightforward – go shopping, go platform-hopping – there are so many things to see and do along the way that the chances of ever becoming bored are approximately nil. If only more game producers would look at this game and see how it should be done, the world of videogames would be a much happier place.

Final Fantasy III Square Soft 24Mbit SP26 95%

6

No-one was quite prepared for the amazing advances in sound and graphics Square had made in what was, in Japan, the sixth installment in the *Final Fantasy* series. The leap was even more evident when the translated version appeared in the US some six months later. After all, the last *FF* we had played was the relatively crude *FFII* (*IV* in Japan). Fortunately the audio and visual grandeur was more than backed up by a huge, involving epic of a story, a memorable cast of characters and enough secrets and mysteries to keep *Super Play*'s Final Fantasy Forum going ever since. With no UK release in sight it's more than worth getting a 50/60hz conversion for.

5

Yoshi's Island Nintendo 16Mbit SP36 94%

Unless you've had your head buried in the garden for the last ten months, you can't have failed to know what this, the sequel to *Super Mario World*, is all about, and just how highly we regard it.

To call it merely a platform game is to call *Super Play* 41 sheets of printed material, of variable size and weight, glued together. At every turn the game seems to make an effort to be different, whether it's in simply giving Yoshi the power to launch eggy projectiles or in presenting level layouts which take you all around the block and back again or in any one of countless set pieces that your average platform game would kill for just one of.

At 16 megabits, *Island* isn't the largest game to ever dock with the good ship SNES, but what you get for your meggage is nothing short of breathtaking. Play it and remember just why you got into videogames in the first place.

4

Super Mario World Nintendo 8Mbit SP2 94%

Launched alongside the machine in 1990, the portly plumber's debut SNES outing still has a considerable edge over any similarly-styled platformer on any other format since. A tap or two of Miyamoto's magic wand is what made it so great, of course, and it is the ultimate illustration of the 'great graphics do not a great game make' adage.

3

Super Mario Kart Nintendo 8Mbit SP1 93%

Unlike any other Mario game, *SMK* didn't arrive on the SNES gaming scene in a hail of publicity. Rather it slipped in unnoticed through the back door. When gamers woke up to its utter brilliance, however, it remained firmly jammed into cartridge ports the world over for weeks at a time.

What makes it so good? Playability, pure and simple. There is no other driving game which comes close to it in delivering seat-of-the-pants, lean-into-the-corners action. Forget about driving a formula one race car around Silverstone: take Koopa for a spin around a Bowser's Castle track, leaping lava pits, dodging enemies' cunningly-aimed projectiles and searching out those elusive red shells, and the magic that only Nintendo seem able to provide becomes patently evident.

With eight characters of differing abilities to choose from, three engine classes, 20 varied tracks, an ingenious Balloon game and a time trial mode, this is the most complete driving game package we've ever seen. Can it ever be beaten? We'll just have to wait for *Super Mario Kart R* on the Nintendo 64...

2

Street Fighter II Turbo Capcom 20Mbit SP11 96%

The sequel to the game which kicked a genre up the arse and dragged it into the '90s, *Turbo* must surely be the most played game in just about every SNES owner's collection.

The first of the series to allow players to 'be' the bosses, it successfully transfers over every aspect that made the coin-op such a barnstormer. What makes it such an evergreen title is its depth of play: two players who've fought against each other on countless occasions can sit down and not be sure of the outcome of any particular match-up, such is its flexibility and scope for variety.

Unlike any other game, being able to play a *Street Fighter II* title competently is an essential skill in any gamer's repertoire and, like riding a bike, once you've picked it up it never goes away.

This version must be applauded for its accuracy as a conversion – for a 20 megabit cartridge game on a console to come this close to the umpteen-times-as-expensive coin-op is no mean feat, and the game will be fondly regarded when most of today's 'superconsole' titles are but faded memories.

1

The Legend Of Zelda: A Link To The Past Nintendo 8Mbit SP2 93%

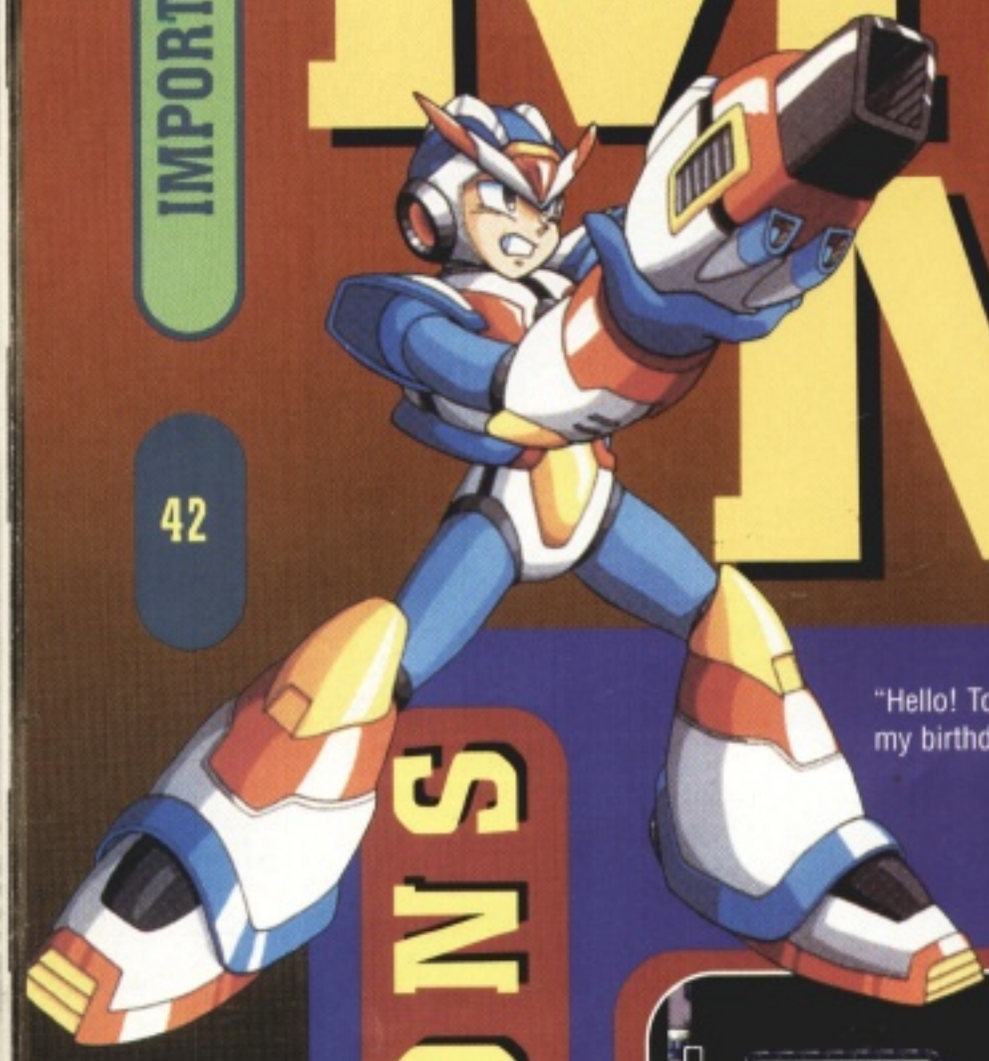
Okay, we've stuck our collective neck out and put *Zelda III* at the top of the tree, and now you want us to justify our decision. Fair enough. There is, quite simply, no other game which is as complete. And when we say complete, we mean playable, taxing, enthralling and rewarding – every factor which should be looked for in a videogame.

While many great games stumble on occasions throughout their duration, *Zelda III* remains constantly engaging throughout. Right from the start, when Princess Zelda's telepathically-transmitted cries for help set you out on a quest to save her, everything falls into place like a good book. From then on, the scope of the thing unfolds at a fairly uniform pace, giving you extra abilities here and there which in turn allow you to uncover more and more secrets of the gameworld. And that's probably its secret: you start out with a limited range of abilities but grow in experience and power as you progress, meaning that unlike, say, a platform game, where you're asked to perform the same skills throughout, you have to learn and exploit new ones continually.

While its graphics rarely rise above the level of perfunctory and its soundtrack occasionally tires (especially when you've spent an hour or so in a particular area trying to fathom out the solution to a certain problem), *Zelda III*'s gameplay remains wholly absorbing. It's linear, sure, but then this is an action RPG. The proof of the pudding is that it could be released today, some five years since its original appearance, and still appear as fresh as the likes of new games like *Yoshi's Island*. What's perhaps most telling is that it transcends boundaries: a platform fiend or a driving game nut will find it as inviting as a hardcore RPG-head. If you haven't played it yet… well, d'you really own a SNES?

FIN

MEGA MAN



"Hello! Today is my birthday."

ALL DESTINATIONS

Once you've played through the first introductory level, in keeping with its almost-exactly-the-same-as-the-other-two-games nature, *X3* allows you to choose the order in which you tackle the Mavericks, who're all robotic animals again. (We're playing the Japanese version here, so you'll have to excuse the, erm, 'off-beat' names.)

EXPLOSE HORNECK

Charge through a sort of computery-looking world before Horneck lunges at you and kills you instantly.

FROZEN BUFFALIO

It's... a slippy-slidey ice world. Can your ventricles handle the rush of adrenaline as you slip and slide towards the robotic Buffalio?

GRAVITY BEETBOOD

Possibly the most irritating bit in any computer game ever awaits you near the start of this generic computery-looking level.

ACID SEAFORCE

Some sewers.

ELECTRO NAMAZURU

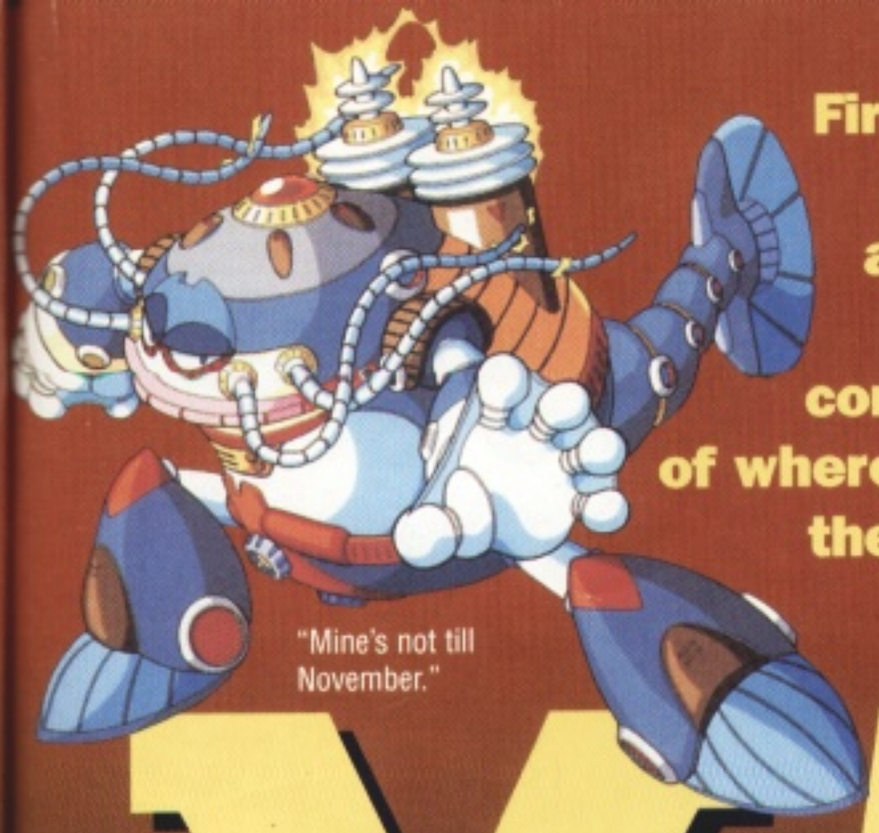
Another computery world.

SCISSORS SHRIMPER

A sort of... well, computery world. With some water.

SCREW MASAIDER

It's a mine. No runaway mine-carts, though, curiously.



"Mine's not till November."

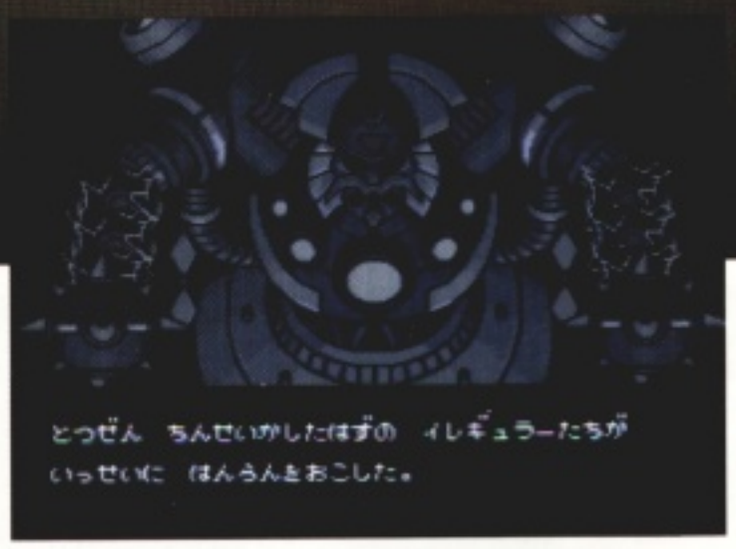
X3

First there was Mega Man on the NES, and then... No, it's no good. We've completely lost track of where X3 fits in with all the other Mega Man games.

Japanese Release

Game: Mega Man X3
Publisher: Capcom
Developer: In-house
Price: Check with importer
Release: Out now
Players: 1
Cart ROM: 16 Mbits

Mega Man explores his new Blue Peter barracks, made out of a cornflakes packet and some toilet rolls.



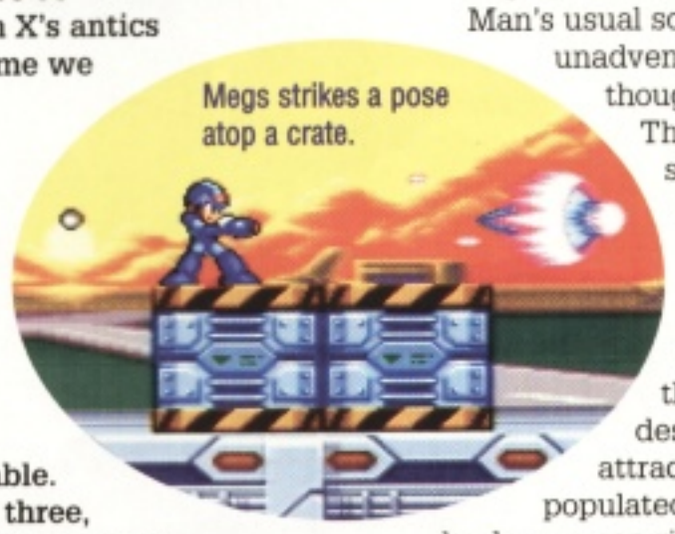
とつぜん ちんせいかしたはずの イレギュラーたちが
いっせいに はんらんをおこした。

Translated, this means: "These Nathional Health prosthetic hands are crap."

"Okay, son, a joke's a joke. You can dig me out now."

Here at *Super Play*, we've followed Mega Man X's antics closely. His first game we approved of entirely, awarding it 88%. The second, though, despite the addition of the special C4 graphics chip, seemed largely similar, and therefore disappointed us slightly. It received a somewhat lower 80%. A downward trend was already detectable. Now here's game number three, and, frustratingly, it's much the same again. Is it a case of 'If it ain't broke...'? Or what?

The C4 chip, it can now be confirmed, is a bit of a dead duck. As in *X2* we get a few squiggly animations that wouldn't have looked out of place in Asteroids in 1980, and that's it. The rest of the graphics are up to Mega Man's usual solid-if-unadventurous standards, though, so that's okay.



Megs strikes a pose atop a crate.

There's a nice snowstorm in the inevitable Ice World, a neat touch whereby underground sections get darker the lower you descend, and an attractively leafy forest populated by wasps whose backs you can ride on.

Then there's Mega Man X himself, who's as decent a platform game character as one could reasonably hope for. His triangular legs give him a reassuring stance, and he clings conveniently to walls and launches a range of fireballs and things. And now he's supported by his buddy Zero, who's got extra armour and can power up further, but should only be called upon in times of dire need. Zero is the nearest thing *X3* has to an extra 'dimension', and his presence is to be welcomed.

" 'You'll grow into it,' she said. Tsk. Grannies, eh?"

What we really want, though, is new and exciting places to explore, and interesting things to do once we've arrived, and that's where *X3* seems just a teeny bit of a let-down. None of *X3*'s levels would look amiss in *X2* or *X1*, and, indeed, lots of them more or less were in *X2* – the underwater level, the icy level and the various computery levels are all familiar and predictable. I am thankful only that I could find no runaway railway carts in the mine level. Maybe Capcom are saving all their best ideas for some sort of 'Mega Man Y' game on the Nintendo 64. In a way I hope so, because the idea of a 64-bit Forest World™ makes me want to run into the sea until the water covers my head.

Like previous Mega Man games, *X3* is difficult. You'll triumph eventually, thanks to the usual password system, but it won't be an easy journey thanks to some fiendishly clever game design.

Or is it fiendishly clever? Or is it just a bit crap and old-fashioned? When baddies regenerate

SHINING TIGERO

Forest World™.

WIRE WHY?

As with *X2*, *X3*'s cart packs the now-legendary C4 chip, providing your SNES with the power to take on the new so-called super consoles and win.*

Gasp! as the 'X' of Mega Man X spins into view.

He could probably lean back a long way without falling over.

Look at! these red laser beams, which also harness the might of C4, probably.

Swoon! as a spindly star-shaped boss comes spinning towards you.

*Sarcasm.

"Even my triangular legs could not save me from falling."

the very second their start positions scroll off the screen and back on again, is that fiendish? If you shoot a baddy across the other side of a ravine, and then take a few steps backwards so as to get a good run-up, and then leap across only to find that he's regenerated and you go blundering into him and die, to me that seems just a little old-fashioned and... well, crap.

Or how about places where there seems to be a passage leading downwards, but in fact it's a bottomless Hole Of Death, and if you climb/fall down down there you die instantly.

Or spikes in the floor and ceiling that kill you instantly, regardless of your energy level or whether you could possibly have imagined they were going to be there when you jumped, sending you way, way back to the last of the infrequently-placed restart points.

Or bosses who have their exciting musical build-up, sit there flashing for a bit, and then lunge towards you and kill you instantly. Or really annoying bits where you fall into a sort of pit, and then have to spend about twenty minutes trying to jump out at just the right angle. If you're hoping that *Mega Man X3* will tax your game-playing skills in new and exciting ways, you'll be a bit disappointed to find that this load of mouldering old chestnuts is all that lies in your path. In fact, *X3* doesn't seem to offer anything that you won't already have tackled in the previous games (Zero notwithstanding).

There's no denying that, viewed in isolation, *Mega Man X 3* is a well-produced and generally entertaining game. Having reconciled myself with the fact that it isn't going to surprise me I intend to persist with it until its end. But, I feel, Mega Man – X or otherwise – is living on borrowed time. One more outing like this and his shiny armour will be unable to withstand the blows I shall rain upon him.

● **Jonathan Davies**

"Everyone forgets my birthday."

ABSOLUTELY ZERO

You'll remember Zero, your red-hued pal, from the last two games. In *X2* he'd been smashed to bits, and you had to spend the game reassembling him. Well, now he's back on his feet again, and this time you actually get to control him. You can flip between him and Mega Man X at will, although he seems to give up when you get to the bosses. And he's rather better endowed than Megs, powering up through a couple of extra stages if you hold down Fire for long enough.

Normally he shoots the same bullets as Meggers.

A HISTORIC MOMENT

You have the honour of being present at the discovery of The Official Most Annoying Bit In Any Computer Game In History.

Killing the baddy on the left, you fall into the difficult-to-escape pit. The only way out is to go as far right as possible and take a running jump back up the way you came, whereupon the baddy you just killed springs magically back to life and murders you. Over and over again.

MEGA MAN X 3
Capcom

GRAPHICS	SOUND	GAMEPLAY
80%	66%	73%
GAMELIFE	**OVERALL SCORE:**	**70%**
70%		

VERDICT: Playing *Mega Man X 3*, it is impossible to escape the feeling that Capcom are cashing in on their loyal fans. It's a good game, certainly, but there are none of the new ideas we were hoping for in Part 2 and which now, third time around, must be considered mandatory.

PASSWORD

Here's the password screen, which is completely different to *X2*'s. Actually, not really – it's the same. Passwords incorporate all the power-ups you've collected as well as the bosses you've defeated.

But! Hang on a couple of seconds more, perspiration beginning to drip down your thumb, and he'll turn green. Now he'll launch two blue-'uns and whip out a light sabre and finish off anything that remains. Phew.

Hold fire for a bit, though, and he turns blue before launching a green fireball.

Hold on a little longer and stars appear around him, whereupon he'll launch a mighty blue fireball if you let go of Fire.

Contain your excitement still further and he'll turn purple. Now he'll launch both a green fireball AND a blue one.

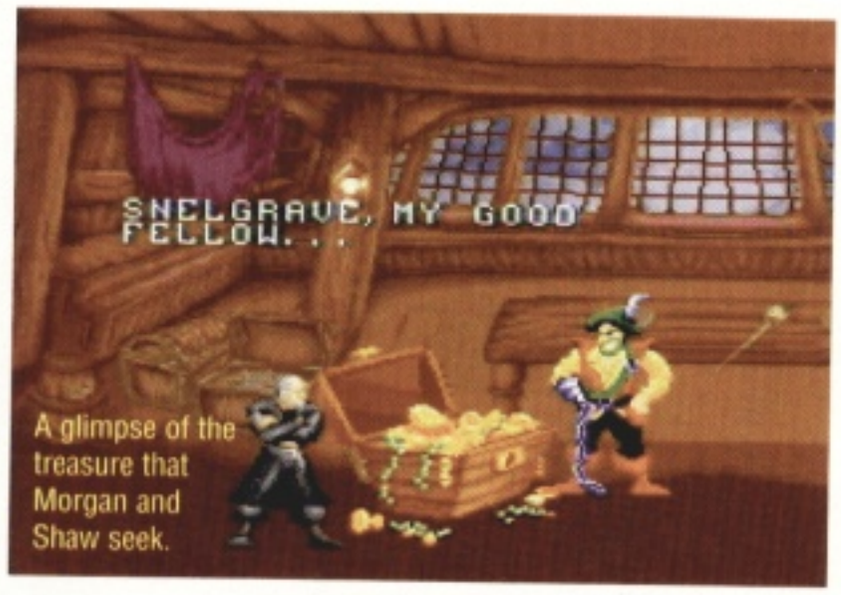
PIRATE MINECART

Not what you might expect to see in a swashbuckling slash-'em-up, and once you've played it, you'll probably wish they hadn't bothered crowbarring in the minecart section, with the flimsy justification of changing scenes from the prison to the town of Spittalfield via 'the quarry'.

As with all runaway cart sections, your job is to avoid certain objects and steer towards others. Set off on a rollercoaster ride, nudging your direction pad to miss trees and boulders, until you run down a sabre-rattling guard. Once you've hit him and he disappears, dead, it might surprise you that if you hit the later, more portly chaps, they kill you instead and you snap right back to the start of the track. This borne in mind, it may alarm you further to note that – such is the sluggish handling of the rusty old carts – many of the hazards can only be avoided by hitting them once, losing a life then playing again, memorising their position and the route you must take to miss them. Very poor.

With the film release imminent, Acclaim and their development buddies Software Creations have done well to get the licensed game on the shelves in time. They've also done fairly well in their attempts to put a twist on the tired horizontal scroller formula.

Though the most blatant attempt at uniqueness is the cheeky, but really rather poor minecart interlude, it's also refreshing to see that later levels break out of the linear left-to-right progression, allowing exploration around the market, halls, streets and taverns of a legendary Caribbean town. In your quest for the map pieces which lead you to treasure, clearing a street of Dawg's blade-toting henchmen then popping in a random room can create problems of its own... will it reveal a more powerful weapon or one of those 'Fat Bloke With a Hammer' sprites? Such is the fate of a lusty, busty red-head who will live and die by the sword.



A glimpse of the treasure that Morgan and Shaw seek.

The fighting's pretty fast, and, with the choice of combat modes and the learning-new-moves-as-you-go feature, there's an acceptable variety in the fighting techniques available, even if you end up simply using 'duck', 'jump', 'slash' and 'throw-the-fella-over-your-shoulder' moves, there's enough to do to stave off the tedium for a while. But even with a sprinkling of tricky bosses, token parallax scrolling and pretty, if predictable, *Aladdin*-esque sprites and locations it eventually becomes like any other film-licensed platform scroller you'd care to mention.

Frustratingly, there's no battery save game or sensible restart points within levels. Once you've

CUTTHROAT ISLAND

Do you fancy yourself with a rapier in your hand and dream of untold treasures? Or do you just fancy Geena Davis? Either way, read on.

PICK IT UP AS YOU GO ALONG

Just a sneaky peek at some of the goodies you'll find littering the streets of the Caribbean. As well as collecting handy weaponry such as daggers, bombs (which you throw rather than place) and flintlocks, and pocketing keys, map pieces and extra lives, you also pick up fighting skills along the way. After all, you never know when a bi-directional stab will come in handy.

Two-player mode offers some chucklesome fighting as you work together, but compete on scores.

progressed to the areas where you have freedom to explore, a sudden death signals taking on the same ten baddies *again*. It wouldn't have taken much to sort that out, and would have made progression more rewarding. Game design that means you have to play the same section over and over is often an attempt to disguise the fact that there's not enough challenge within the game to stand up for itself, and merely upping the number of baddies and the amounts of hits they take isn't clever. Having said that, it's still as much fun as many games within its genre and you might want to ask for a play on it in the shop.

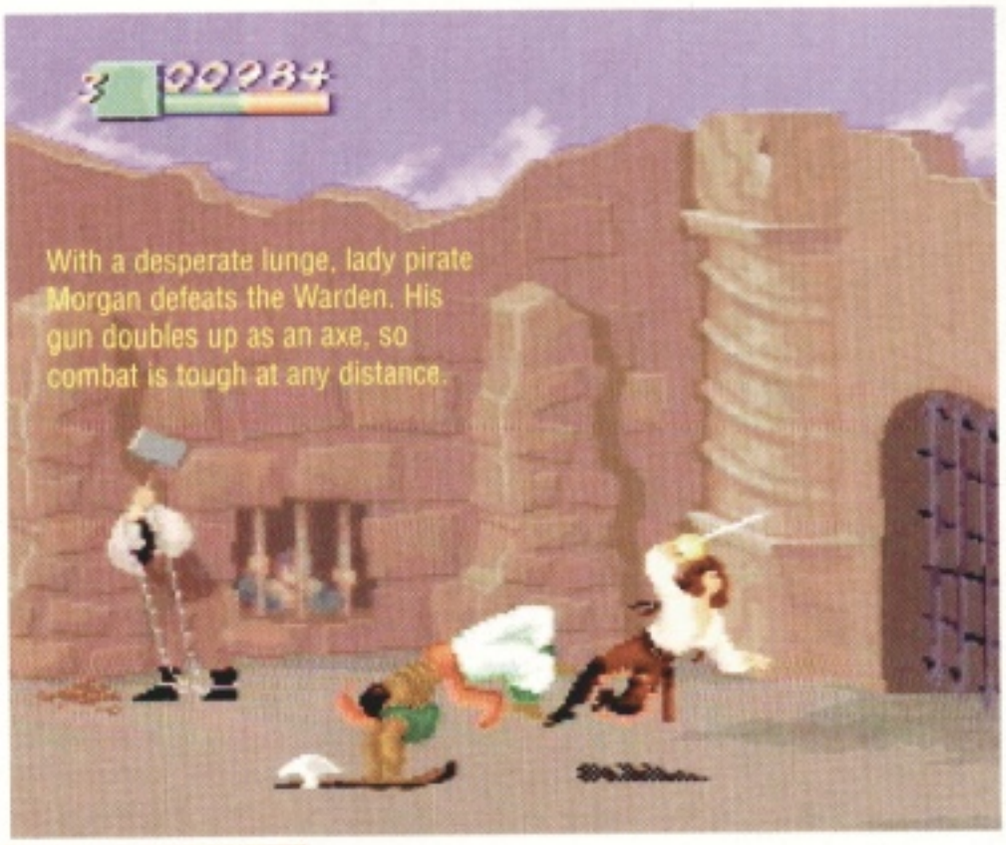
● **Josse Bilson**

CUTTHROAT ISLAND

Acclaim

GRAPHICS	SOUND	GAMEPLAY
65%	55%	70%
GAMELIFE	OVERALL SCORE:	66%
60%		

VERDICT: Fair to middling scrolling slash-'em-up that tries to incorporate new ideas, but ultimately falls a little flat.



With a desperate lunge, lady pirate Morgan defeats the Warden. His gun doubles up as an axe, so combat is tough at any distance.

Follow your progress through the Caribbean, collecting map pieces in pursuit of treasure.

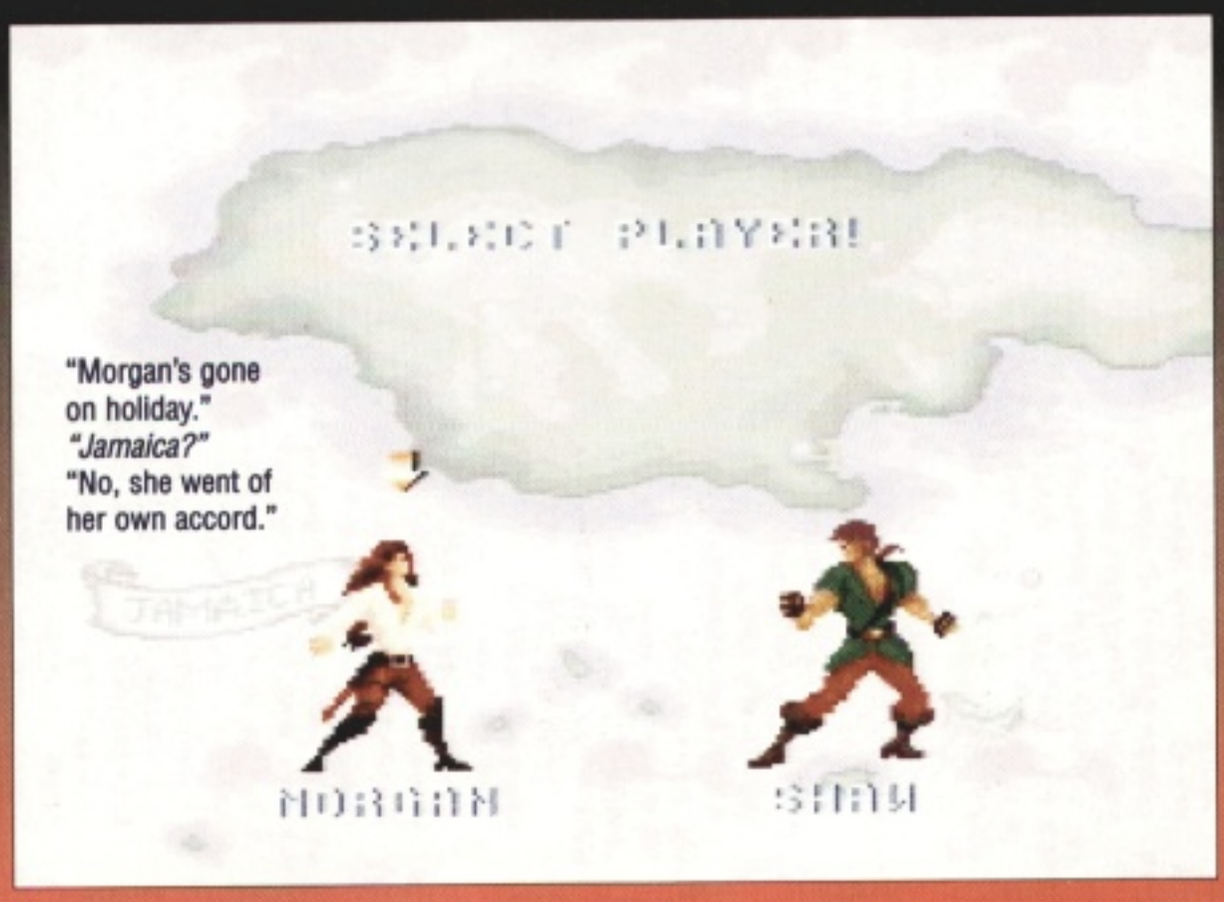
UK Release

Game: CutThroat Island
Publisher: Acclaim
Developer: Software Creations
Price: £44.99
Release: Out now
Players: 1 to 2
Cart ROM: 16 Mbits

A hapless guard takes a tumble groundward as Shaw lets rip in Brawling mode.

SLASH 'N' GRAPPLE

One of *CutThroat*'s finer points is the choice of fighting styles. Either select Swordplay if you fancy your fencing skills, and tackle baddies at arm's length, or, if you like to get 'hands-on', go for Brawling. You're still armed with a cutlass, but get in close to opponents and fists will fly, along with a few *WWF*-style throws. Jolly good.



"Morgan's gone on holiday."
"Jamaica?"
"No, she went of her own accord."

INNIT CLEVER!

What makes it possible to run *PGA '96* at the Mega Drive's pace, while retaining the higher quality of the SNES's graphics is the new SA1 chip – a problem with other conversions such as *Urban Strike*. Basically what it does is speed up the 16 Meg co-processor, allowing the game to run 256 colours with no slowdown. Oh, it also means that the stats update quicker and the cart costs more. Anyway, fact fans, T•HQ are first to use the SA1 chip, so there.

Beautiful things so often come in small packages. Ladies and gentlemen... SA1.

Checky trousers, Bruce Forsythe, bogeys, etc. Yes, golf.

A 30' putt leaves you with (inset) a 3' tap-in and on-screen praise.

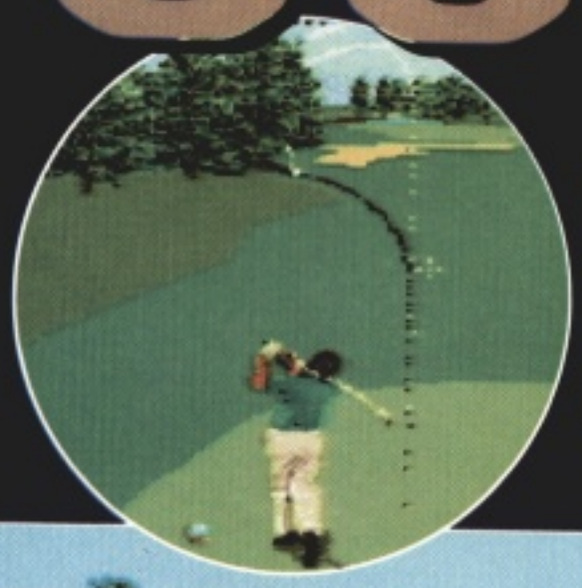
PGA TOUR

Not really an update of the original *PGA Tour Golf*, released some three years ago, this is basically a conversion of the successful Mega Drive game, featuring brand new graphics and plenty of playing options plus new courses and players. That means the irritating caddies have been gagged, and the computer automatically chooses the most suitable club for each shot, while still allowing you to swap to another if you reckon you know better. It also means there are a host of other features that you ought to know about...

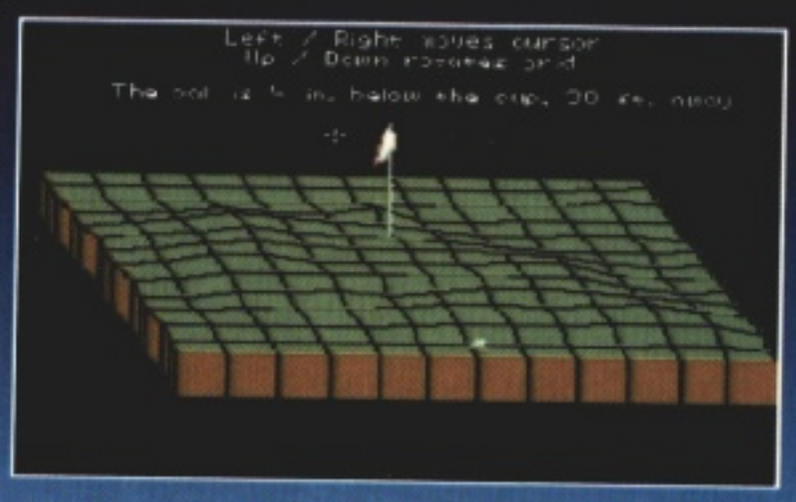
For starters, four of you have a choice from ten real chappies from the US PGA Tour, and you can argue over which of the eight real American courses you should battle it out over first (that's an impressive total of 144 real holes to master). And which of the seven gameplay modes should you go for? Well, start with Practise, then either head straight for a Tournament (big boys' stuff) or the more appealing and argument-worthy cash-for-holes Skins Challenge, neatly avoiding the tiresome Driving Range and Putting Green.

Choose your clubs and give it a whirl. The shot control is similar for driving and putting, with a directional aiming cross-hair being replaced by a grid to show the green's undulations. Each has a standard swing meter. The more power you put into your backswing, the quicker the meter's pointer zaps back towards the accuracy point, making the shot tougher. Once you've got to grips with this you might want to venture past the 100% swing mark, into Overswing territory, but be warned: trying to make up those extra yards with a mighty swing could end in tears.

To chip past the water and sand hazards, then stop sharply on the green takes very precise swing timing.



Let's have a replay of that embarrassingly skewed shot, then! Failure to adjust draw and fade means you'll be playing out of the rough.



Hit the green and a button press gives you this grid showing the undulations. It'll do.

Very pretty. Let's get on and play some golf then.

Actually hitting the ball where you want it isn't at all easy to start with. It's not that the controls are unfriendly, rather that, as a simulation, even the difficulty that beginners face is replicated faithfully and until you get the hang of timing the third button press of the stroke – the one which determines positional accuracy by altering spin left and right – you'll slice the ball into the rough (and further). You will be a laughing stock, but not for long, because it's simple to see what's going wrong, and correction is merely a case of adjustment and practice. The steep learning curve makes for quick, substantial rewards for your efforts as you start hitting pars and scoring birdies.

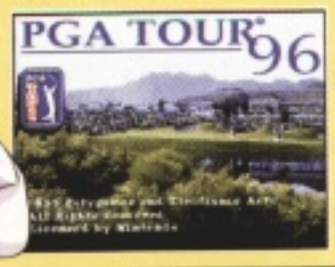
Then, of course, you must keep an eye on the wind gauge and accommodate its strength and direction by altering your draw and fade. This is, effectively, a left/right adjustment, allowing you to play into the wind to avoid hazards such as trees and draw back in to land your shot squarely on the fairway. The plain fact is that, if you're even vaguely interested in trying to prove your skills at what amounts to a fairly technical simulation, by the time you get this far, you'll be well and truly hooked.

The Americans, with their NTSC version, can also enjoy the benefit of a 26" virtual golf club, the TeeV Golf accessory, which replaces the joypad allowing your swing to be measured and translated into *PGA Tour '96*'s control mechanism. But boo-hoo! Due to production costs and compatibility problems with the PAL version it's unlikely to be available for the UK market. Still, next time you go on holiday to the US... well, maybe not. Frankly there's no need for gimmicks – given a fair go, *PGA Tour '96* will prove itself a solid and addictive – if pricey – game in its own right.

● Josse Bilson

PGA TOUR '96

T•HQ



GRAPHICS	SOUND	GAMEPLAY
80%	70%	87%
GAMELIFE	OVERALL SCORE:	85%
90%		

VERDICT: Lots of options, plenty of holes and a steep learning curve make for a top notch simulation.

YOUR BALL'S LYING

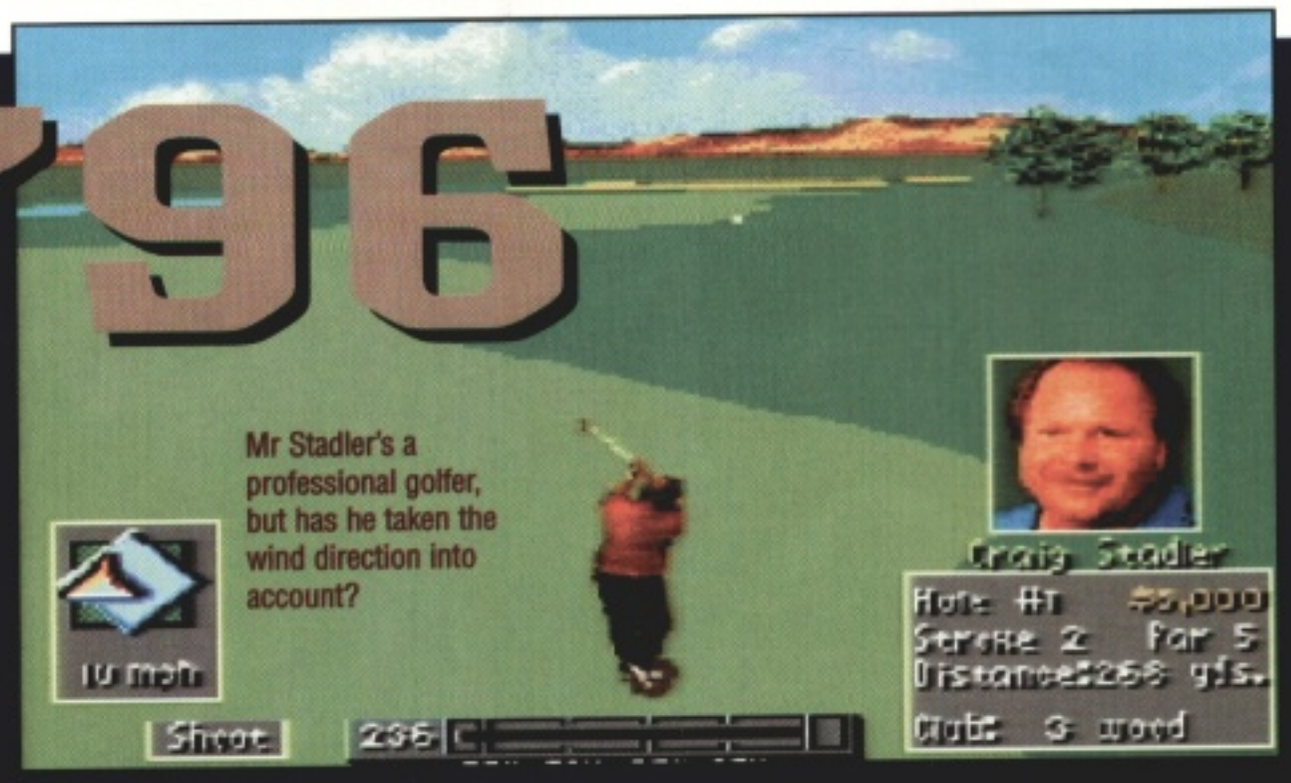
Well of course it is, but if you want to know exactly *how* your ball's lying, just before you take each shot, press button B and up pops this window – basically if you're in the rough, don't go poncing about with putters, and if you're in the sand, always use a wedge. If your ball's lying in a bunker, default will be a sand wedge, but note that you can often get more distance using a putting wedge.

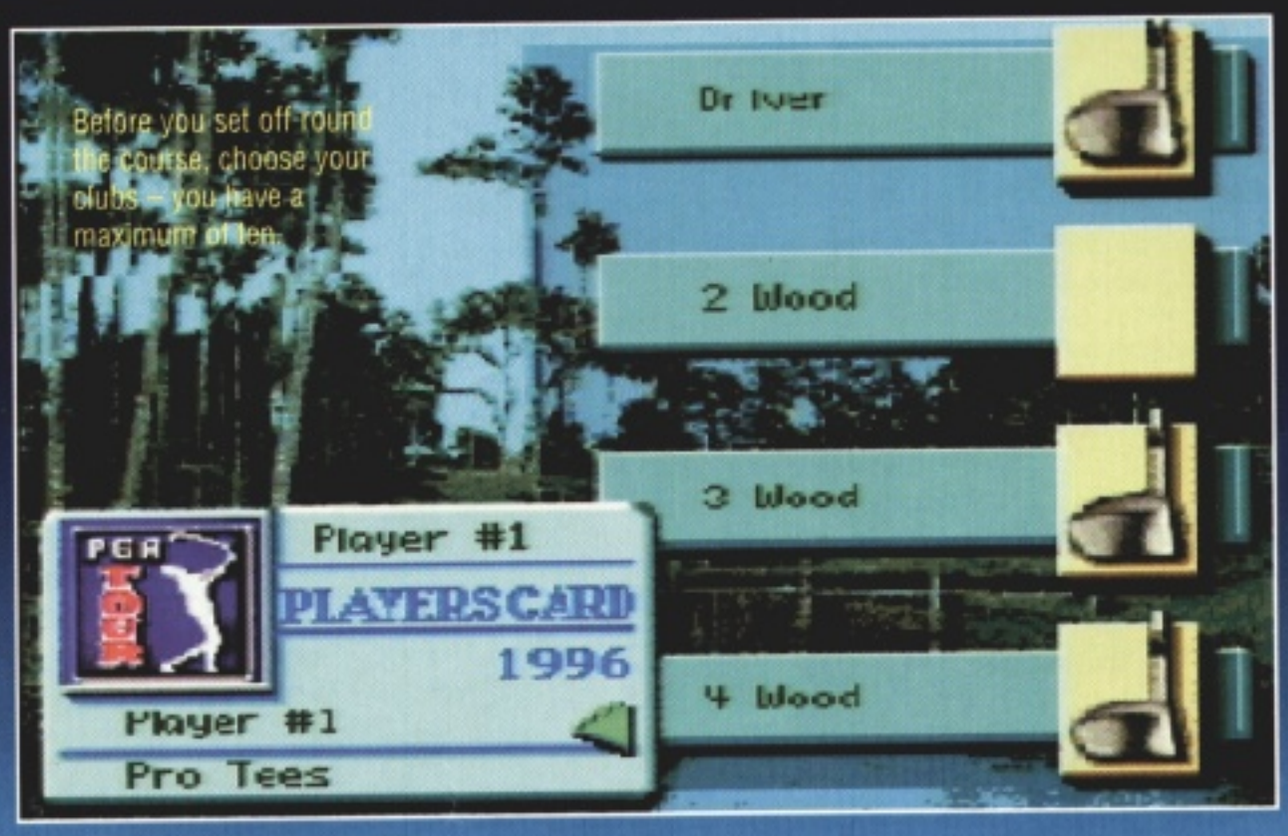
It's time for *PGA '96* to state the bleedin' obvious – yes, we are in the sand.

Now we're in the heavy rough and you can hardly see the thing. Cheers, Ball Lie Window!

But with all this help it's still possible to mess your shot up and plop straight into...

...the next sand trap. There goes my birdie, and I can distinctly feel a bogey coming on.





UK Release

Game: PGA '96
Publisher: T•HQ
Developer: EA/Black Pearl
Price: £54.99
Release: Late March 1996
Players: 1 to 4
Cart ROM: 16 Mbits (battery back-up)

SUPER PLAYER'S GUIDE

YOSHI'S ISLAND

PART 2

Nintendo (UK/US/JAP)
By Zy Nicholson

Next month's Mode 7 will look at the extra stages but, for this month, we show you how to access them with perfect ratings on Worlds 4-6.

GENERAL TIPS

- To make those perfects easier I've detailed how many coins to possess after each section or middle ring. For example, in my notation **15/4 Middle Ring 2** means you should have 15 Red Coins and 4 Flowers when you jump through the second continue point. If not, you know you've already missed something.
- Although we showed a couple of levels with good 1-Up loops, you can often make your own anywhere with a shell or a stripy and the right environment. Spit your missile at the enemy and swallow it again on the rebound. Do this over and over and it will count as if you had ripped through all of them at once.
- Don't be afraid to lose Mario occasionally when things get hectic. Yoshi can wait for him to drift close and then shoot him down.
- The melons in your inventory last twice as long as those collected within stages.
- With a full complement of eggs, those baby thieves are 1-Up generators. Score direct hits with six eggs in succession and you'll clock up three lives before destroying one.
- Don't play Yoshi in cold weather when the electricity company warns of voltage reductions and power spikes. You will lose all of the saved files on your battery back-up, especially those that contain every world completed 100% ready for screenshots. Sob.

Gull-skipping: the art of keeping one or more gulls in orbit around a jumping Yoshi. Try it!

WORLD 4

4-1

The green pipe beside the cactus-spitting Piranha plant takes you underground. See those green Shyguys lurking behind translucent crystal outcrops? If you bump into one you'll be ambushed by a baby thief every time (1), so dispose of the Shyguy first to avoid trouble.

The Bullet Bills and their Cannons can be destroyed outright with Yoshi's icy breath. Look for a hidden ?-Cloud on a promontory above and to the left of the Cannons and Koopa Troopas.

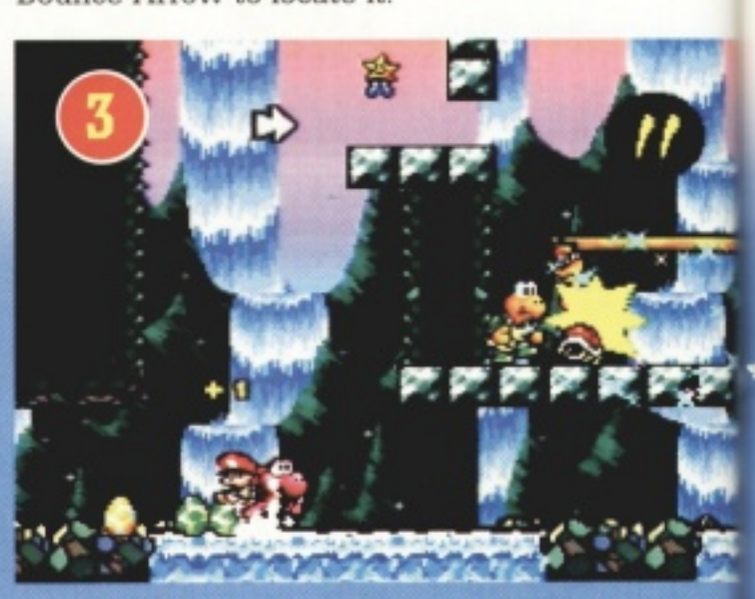
14/2 Middle Ring 1
Once you've been hit by a fluffy, it's harder for the intoxicated Yoshi to miss the others, so I recommend a Green Watermelon (2) and plenty of eggs to shoot through these areas. Just make your way to the last screen of the section and all of the fluffies will vanish permanently, leaving you free to double back and explore without hassle.

14/3 Middle Ring 2
When you've grabbed the Super Star you can race on to collect two flowers as Baby Mario. The last Red Coins can be shot from the ground if you don't glide far enough. Beneath the ledge from which Mario leaps to collect them, there's a Bounce Arrow with a 1-Up hidden to its left.

4-2

Take the leftmost pipe and hit the Arrow Cloud when it's facing right to trigger a shell-sliding 1-Up (3).

The giant POW block works like a smart bomb, turning all on-screen critters into Starry Men when you headbump it from underneath. You'll find a similar Jugem-infested area directly above this one, and there's another POW block hidden just off the top of the screen. Look for a small Bounce Arrow to locate it.



The Red Switch invites you underground to glide for coins, and thankfully regenerates so that you can repeat this secret cavern over and over. **12/1** after this bonus area.

To get the next flower and a 1-Up, shoot the Koopa Troopa (4) patrolling above. You have to use a 'pool shot' (i.e. hit him to one side) to send his shell careering in the right direction.

Slide a shell to reach the third Flower (5). You also need to get down to that low green pipe to enter a room with a Red Coin and the key to the bonus room.

14/3 Middle Ring
Flower four can be reached with a lucky ricochet, but it's possible to fly over the spikes and stop short of the

flippers. Jump OVER the sliding platform when it moves left, dropping down the gap into the spike-floored box, and glide right. Finally, those Arrow Clouds give you just one chance to shoot the last Coin and Flower.

4-3

Give it a moment and the balloons will start to appear. They won't burst or vanish while you ride them, but you can make faster progress by jumping from one to another. Regard the 1-step exploding platforms as nothing more than a means of escape if you should fall.

5/1 Balloon Hopping
If you miss any Red Coins on this level, it's most likely that the Flyguys carrying them nicked off before you even noticed them. The first is over the ledge right above your starting position. Watch the skies.

8/1 by Green Pipe
The first continue point is inside the green pipe.

11/1 Middle Ring 1
The only way to remove those irksome flying flamies – and this goes for all levels – is to use a POW block or ?-Cloud from your inventory. But if you have the time then just watch and wait. There's a hidden 1-Up above Bullet Bill (7).

15/4 Middle Ring 2
There are two exits from this level, but you'll only find the remaining treasures if you take the high road. Fire an egg straight up at the start of the second section to get the Bounce Arrow. Inflate the balloon (6) and jump on, making sure you adjust your position occasionally to stay on top.

4-4

It's easy to outrace the Giant Chomp (8) as long as you aren't slowed by stepping on exploding blobs. Your next task is to retrieve a key from each of the four corner rooms.

4/1 Upper Left
There's a ?-Cloud hidden in the highest grey sand blocks (11). My technique for avoiding cactus missiles is to fire an egg straight up, blasting a passage above the gold Arrow Platform and riding it straight upwards.

4/1 Upper Right
Breakout with eggs! Two ?-Clouds are hidden in the sand blocks around the baby thief. Look for the key at the bottom of the section.

3/1 Lower Left
Swallow the leaping lava monsters and breathe fire three times to rid yourself of the threat permanently. Remember that you can swallow the Arrow Platforms and take them with you (9), and flowers are easier shot than collected.

4/1 Lower Right
You can clear blue spikes with eggs and green Watermelons, if you want to be especially cautious (incidentally, those spiky helmet chaps aren't so tough if you knock their hats off). You need to ride the blue Arrow Platform underneath its starting point to get one Coin (10), then shoot the Flower on the other side.

The key is in a ?-cloud over the rolling barrel. You can drop down to collect it without harm and use the door down there to get back. Leave this section by the central door above the barrel.

1/0 bridge
Use your ground slam to split the boss in half (12) and deal with the smaller bits first (13). This is the only boss you can finish by gulping down the last piece of him...

4-5

The idea of this level is to push that Chomp Rock all the way to the end of the section, and it won't reset so easily as on previous levels. The first hidden ?-Cloud is next to four wooden posts (15) and can only be uncovered by the rock. Head on alone rightwards from here and fall down the hole to find 2 Red Coins. Use that Koopa Shell to knock the others on (16) and clock up a life.

5/2 Middle Ring
Soon you'll see a Red Switch. First, pound down all the wooden posts to the level of the invisible blocks (17) and collect the two Red Coins at the far end. Then hit the Switch and push the rock speedily across the newly formed red bridge. Use it to jump to the higher yellow platforms and take the door.

There's a flower in a ?-Cloud hidden at the start of the next section, uncovered by the next Chomp Rock. Roll it on as far as possible (14) to let you reach the gap in the wall and squash down the plasticine block. Push the plasticine left to act as a bridge to all the coins before diving down the pipe.

The last flower is below this pipe. Shoot down the small Bounce Arrow above you, then lob an egg right. Bounce up high and hover there long enough for the pitcher, who's aiming at you, to hit the flower with your egg (18).

4-6

At the very start of this level, head LEFT under the water at the bottom of the red staircase to find a red coin (19). Left again takes you to a room with a Star Flower. Sink back under the gap by pounding down and pushing in the right direction. A hidden 1-Up waits below this platform (20).

To get the bonus room key at the far end, use a shell to erode the first sand platform on which the box sits. Push the box to the empty room at the far right and stomp it open on the hardwood floor.

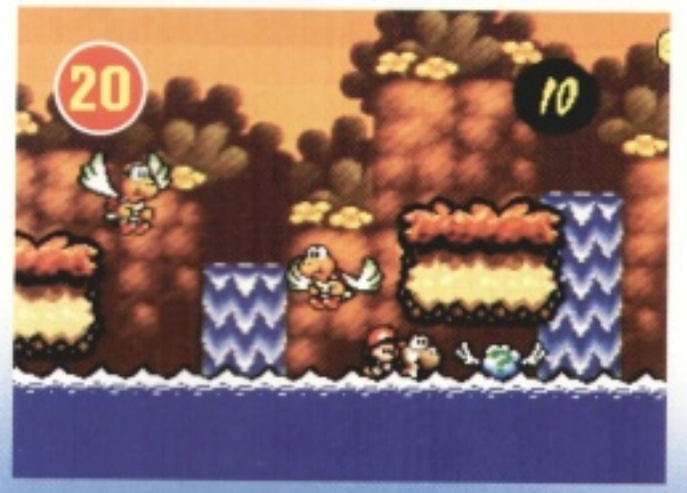
10/2 Middle Ring

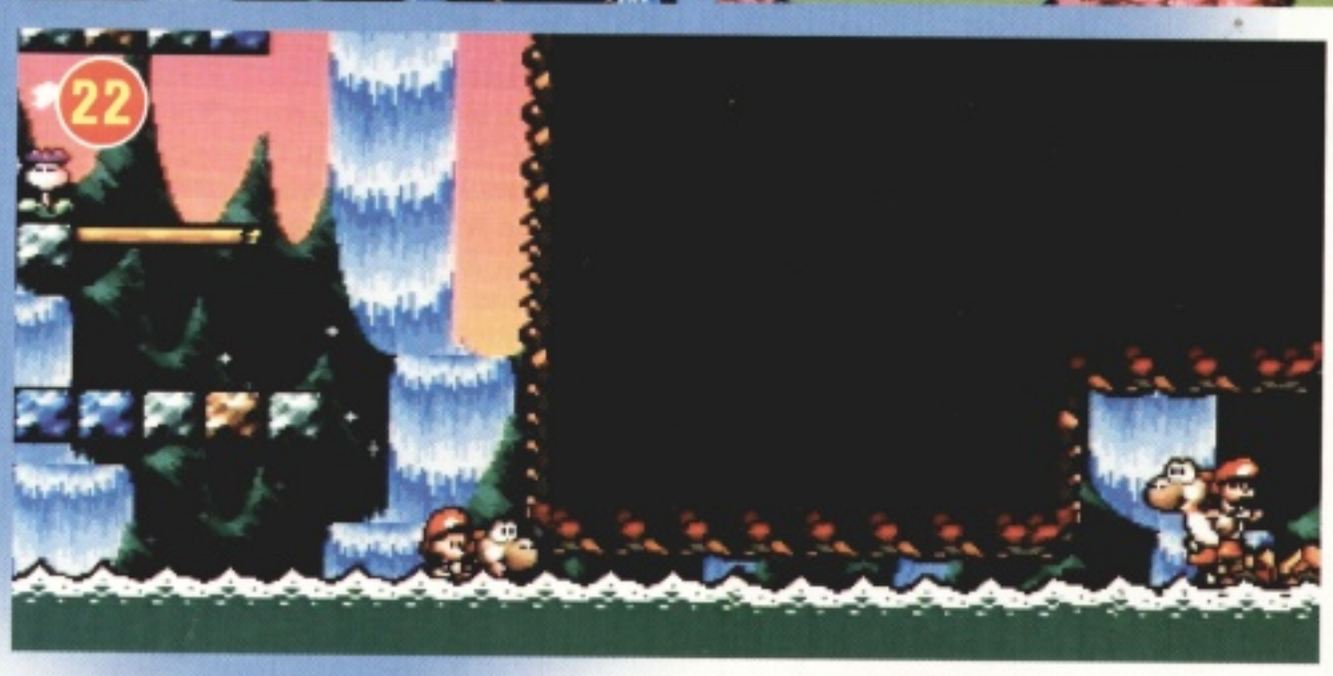
At the end of section 2 you can head right by diving under the water (22) and pushing on. Those oval Arrow Platforms (21) will change their axis of movement if you hit them with an egg: swallow and spit them to manipulate them as you need. Make sure you explore this area thoroughly for its Red Coins.

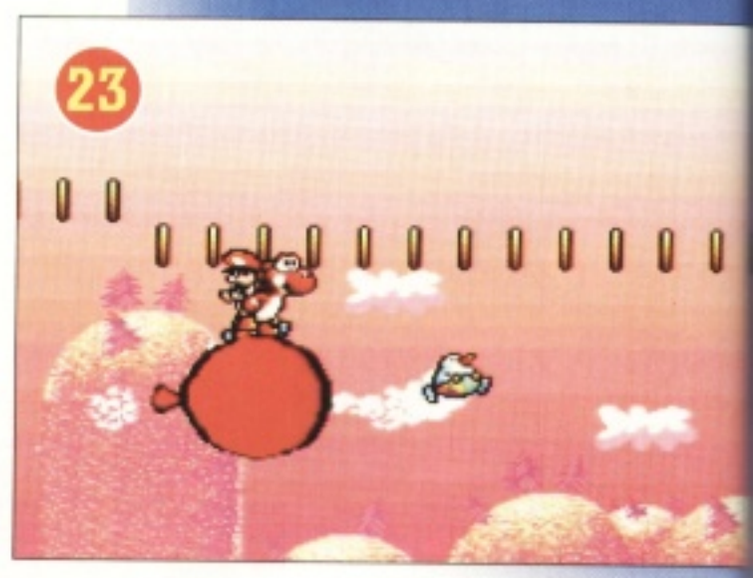
Look for a hidden cloud in the grey sand before the blue door exit from this section

17/4 end of section 2

To get the last red coin and flower, shoot the 1st ?-cloud from the left and the 3rd ?-cloud from the right. This causes a red bridge to extend away from you, thus letting you walk straight across to the area on the left.







4-7

Use the Koopa as a stepping stone to reach the first Flower. Drop down between ledges and be ready to bounce off his shell.

Look for the first secret area when you see flying woodland ghosts. Fire an egg straight upwards beside the high left-hand wall to release a Bounce Arrow to a bonus area (23). It's another giant balloon ride in Coin Heaven. When you drop through the gap in the clouds to leave this place, be ready to flap up and catch a morph bubble:

7/2 Middle Ring

To reach Flower no.3 and the bonus room, bounce off a Bullet Bill for extra height (24).

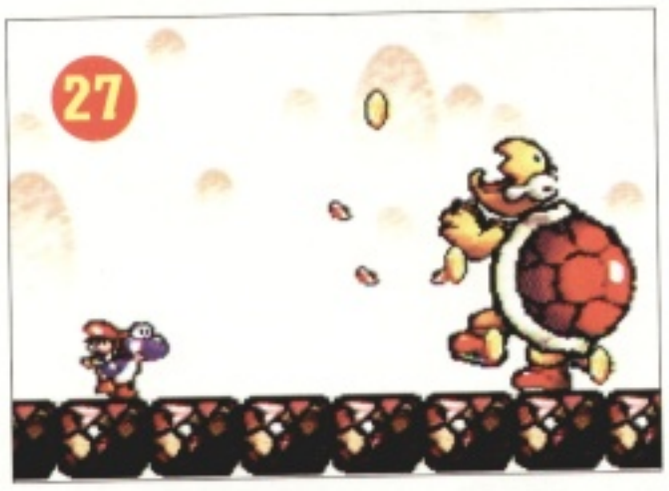
4-8

Crack all the blocks (25) to explore for coins. Fire a Shell at this ?-Cloud (26) below the blue spikes and run with it to make a staircase to the blue door and an exit key.

Still short of one Red Coin? Then look for a cracked ceiling tile above the rotating blue Arrow Platform. Defeat the two lardy chaps in the same manner as 4-4's boss and the coin will fall.

13/3 Locked Door

You can find a weak spot in the giant Troopa's armour by knocking him backwards. Aim directly at his face and fire three or four eggs in rapid succession to stop him recovering his balance (27). Once he's laying on his back, pound his soft yellow underbelly with a downward stomp (28). If you run out of eggs, jump on his head or shell when he's on all fours. Three belly bashes will crack his shell.



WORLD 5

5-1

Jugem's incendiaries make him priority A1 target, so jump on his head, grab his cloud and fly right to grab a Red Flyguy. The key to the bonus room requires a fall and last minute recovery flapping (29).

If you're missing a flower, it's probably the second one hiding under this ledge (30).

Look for a green pipe above the bonus room door (31). You'll need three goes to clear out all the coins.

Make sure you go for the upper sections first (32): if you collect all the red coins on your first go, this bonus area will be completely empty on your return.

You can jump off the hovering penguin at the end of this section to get up above the blue exit door but there's nothing up here, as far as I can tell. Can anyone prove me wrong?

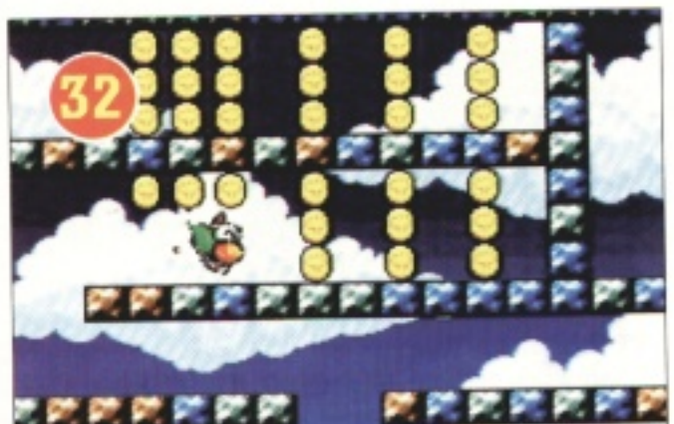
10/2 Middle Ring

The penguins of the cave section have three modes: hovering, walking and sliding. The last form is most dangerous as the slightest contact will bounce Yoshi sideways with extreme force. Since you cannot process them as eggs, you can either shoot them, spit them down a crevasse, spit them at each other, freeze them with ice breath, or (most stylishly) shoot the ice directly above their heads (33) and spike them with falling icicles. You'll need eggs to clear the icicles anyway, as they block some tight jumps.

On the last section you have to be quick to catch the Red Flyguys, so Jugem's cloud could be useful again. You'll also need the cloud to reach a green pipe in the middle of the level (34), where two Star Flowers and a Red Coin are stashed. Drop the Koopa Shells into the flowers and hover above them when they start spilling Starry Men.

If you're still short of a coin, you might have ignored a wooden post near the first happy cactus. Pound it flat.

When you see invisible blocks ahead, look for a small Bounce Arrow hidden in the snow behind a Piranha Plant. One bounce on this will drop the Red Switch on your head, and you can collect the last two Red Coins in safety.



5-2

At the start of level, roll that snowball left to uncover a 1-Up. Then push it back to reach the Coins and jump clear of this section.

6/0 Middle Ring 1

The first Red Switch is in a hidden ?-cloud to the left of the first flower. Jump off the pengy near the second switch to get onto this snowy peak (36) ready to ambush Jugem and grab his cloud.

10/2 Middle Ring 2

Don't miss this Winged Cloud (35). It takes you to a secret area with a Coin Block that you can exploit by pacing your indulgence in Super Stars (37).

16/3 Middle Ring 3

5-3

That unhappy face in the ice (39) is actually the first flower. Melt it with fiery breath to release it.

6/1 Middle Ring 1

Take Super Star Mario to the very end of the section, grab the red coin and then race back pronto to the central blue door.

14/3 Middle Ring 2

The last section is a three-part ski ride, and you should have scored 100% by the end of the first stretch. Should you stumble, hammer the Y button to pull out of your snowball roll.

5-4

See SP40's Mode 7 about the door at the start of the level. Jump onto the squishy yellow block and grab the eggs before triggering the red staircase. There's a ?-Cloud hidden under the bats at the far end (40).

At the top of that staircase, fly left with a double glide and look for the first Flower in the spikes (41). You can keep returning to the Shyguy pipe, stocking up on eggs to blast the spikes away, if you want to play it safe. Look down the next green pipe for Flower 2.

7-2 Middle Ring 1

You have to make a couple of long jumps across stretches of blue spikes to exit this section. Shoot the hanging Slimes to stun them (44) and jump across with a double glide. The second jump is easier if you can bounce off the bats, otherwise forget about hanging on to Mario and collect him on the other side.

11/2 Middle Ring 2

Look here (42) for Flower 3. There's a hidden cloud to grab at the end of the slime ride (44).

The boss can only hurt you by pushing you off the edge. To stop him you need to carve a path to his heart with eggs (45), stretching his gelatinous body with rapid fire to expose it. Your shots will strike deeper if you time one to hit when he lurches forward.

5-5

Don't worry about the green pipe and coins just yet. Make your way to the very end of the first section, climb the steps, then jump left from this high point to reach the coins (you can fly over the pipe when off-screen). Hitch a lift on the back of a passing seagull to get into the pipe (46), where you must destroy all the penguins or throw them down the gap to get your first Flower.

3/1 Middle Ring

Although you can morph into a helicopter repeatedly, you will die if you get hit by a seagull too near the bottom of the screen. Look for flowers in the middle (47) and in the top right, and leave this section on **16/3**.

A Winged Cloud is obscured by a Piranha plant in the third section (48). When you've hit the second Red Switch, go to the highest red !-block and catch another ride

on the back of a gull flying right (49). The last flower is high and to the left of the Goal Ring, and there's a hidden ?-cloud nearby (50).

5-6 It's not worth grabbing Jugem's cloud in this autoscroll. The pitchers will knock you off-balance but you can beat them at their own game by catching their eggs with your tongue.

10/4 Middle Ring

The second of five adjacent pipes leads down to an apparently empty room. Search for the Red Switch to the right of the pipes below (51) and venture down to Coin Heaven. Let the pitchers hit the switches that turn the spiked platforms (53).

There's a cloud path high above the Piranha Plants on the last stretch but, yet again, it seems mysteriously useless.

5-7 Ride a seagull up to the green pipe in the top left corner (54). If you race across the falling blocks inside you can grab the first Flower and hit a Red Switch.

Don't miss the red platform you encounter after the second set of crows (55). This takes you on a long detour to pick up two coins and a Flower.

After you've disposed of the Piranha Plant blocking your exit, eliminate the sandblocks to the right of it for more essential items.

9/3 Middle Ring

Dash across the long thin platform and jump before it falls to reach flower 4. Oddly enough, these falling platforms aren't triggered unless you actually touch them, so you could theoretically use the penguins as stepping stones, but in practice it's best to ignore them. Take the high route across the falling stones to complete your perfect.

5-8 You need extra bounce to reach the partitions containing the first two Flowers, so jump off the orange Bullet and keep flapping (57). Don't be tempted to freeze the Green Cannons, as you need their help. Clear the highest corridor (52) as far as the flippers, return to the Cannons and 'escort' a Bullet Bill back to the wooden ledge, keeping it on screen. Jumping off it propels you upwards to the Flower.

5/3 Middle Ring

The blocks patrolled by walking cannons contain a 1-Up. Before you pass through the middle ring before the boss, look for this entrance (56) to a Train Morph bonus area below you. The remaining coins and flowers are here.

Strange gravitational forces are at work, but vanquishing this crow boss simply requires you to stomp a wooden post when he's on the opposite side of the moon. As long as you skip over his double pass fireballs (58) you can notch up another constellation in the sky.

WORLD 6

6-1 The first Red Switch is behind a shield-carrier on a ledge above the spearmen (59). Look for hidden goodies on the platforms below the red bridges (60) before you trigger them. Swallowing the burning Shyguy will give you fiery breath, like a red

Melon – one of the few weapons effective against those streetfighting martial artists. Yoga flame them mercilessly.

6/1 Middle Ring 1

To get the second flower encased in the earth you have to lure a Giant Chomp out of the sky above that spot (61). Head right to the streetfighter, bounce on his head to collect the coins and return to the Flower: you should see a single Chomp waiting in the distance.

14/3 Middle Ring 2

To reach the bonus room door you need to have a foundation for the sunflower seed. Pound that bone post into the ground, then shoot the rightmost ?-cloud to form a red bridge all the way across (62). Finally, shoot the other ?-cloud and watch your beanstalk grow. The key is above the egg dispenser. Go easy on that Bounce Arrow – it's wired to feed the Piranha Plant. A 1-Up waits in the gap below him.

6-2

Those mushrooms hide pesky baby thieves, and if you find yourself chasing after one you're likely to run into more trouble. So take it slowly, flush them out with a poke of your tongue and then pound them flat. Be ready to steal a coin from the red thieves before they run away.

7/2 Middle Ring 1

A winged cloud flaps invisibly above you at the start of section two. Jump back from the next ledge to get up there.

You'll come across two baseball batters having fun with a Chomp Rock. Stomp the higher of the two, then head left for half a screen and back again to reset the Rock. When the lower batsman has whacked it

(63), the Rock will lead you to a 1-Up.

16/4 Middle Ring 2

Inevitably, some of the rocky niches contain valuables. You can employ the local talent to help explore (64), but if the bristly Cactus Spitters give you gip them do your ground slam to daze them all without wasting eggs.

6-3

Again, you can't beat a Green Watermelon against spaced-out Fluffies. At the end of this stretch you'll see one of the wooden posts is unprotected by a stone cap: pound it for a vital Red Coin.

10/2 Middle Ring

The next section holds three rapidly spinning platforms (64). Let the highest one throw you off and use the extra momentum to fly up and right. This is a five-part Coin Heaven 1-Up Bonanza, and you can see all of it by taking the exit doors in the order of left, right, right, left (66).

The last coins are protected by Chomp Rocks which must be rotated gradually. Tricky to predict when to jump clear (67).

6-4

The key is in the possession of another giant blob (68), who disguises himself as a checquered block until you touch him.

8/1 Middle Ring 1

To find the key out of the dark sewer, head right until you find a pipe going down, take it and head to the far left pipe.

16/3 Middle Ring 2

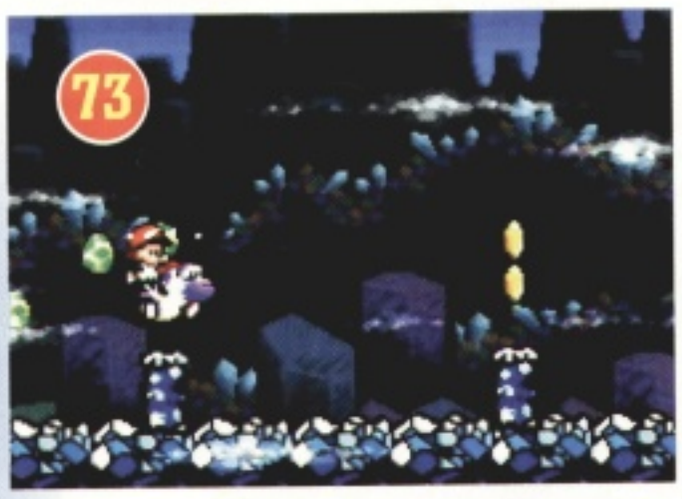
Time to play Breakout with the boss (69). To defeat him you need to blast a hole in the floor: if he doesn't jump in himself, you can use your eggs to topple him into the lava (70). One tip for quick and easy demolition is to stand under the middle ledge, fire an egg straight upwards and jump clear. The ricochet removes an entire column with one shot. Move to the next brick and repeat. There's even a hidden ?-cloud in one of the lower Breakout blocks, but if you lose Mario his bubble will be bounced around by the bricks.

10/2 Middle Ring 1
You should find a 1-Up above the egg dispenser and +1 Starry Men where the ceiling first rises. More stars and a 1-Up hide in the sand blocks.

15/3 Middle Ring 2
All of the wooden posts have to be pounded once for their Red Coins (73) and it's best to shoot the last Flower before clearing the last rocky hurdle. But here is the ultimate cruelty: if you mess up and miss anything on the last stretch, you'll be stranded by the Goal Ring with no way of dying – in other words, it's all the way back to the beginning of the level to try again. Git.

6-5

Welcome to an autoscroll through Hell. The floor is pitted with lava, the ceiling is ice and monsters move between the two. Use eggs to break off the dangerous icicles on the ceiling – even the smallest spikes are harmful (71) – and swallow anything else



that moves as soon as possible. There are no secret areas here.
At the end of the first section, you need to roll with the boulder and stay hopping on it to reach the door rather than leaving by the edge of the screen (72).

6-6

There's a 1-Up hidden in the hole from which the second Chomp Rock falls. To reach the key you need to roll a Chomp Rock right to the bottom of this section: start by rolling it back up the left slope slightly for extra speed. If the rock strays too far from you it will disappear and you'll have to start all over again. Jump extra high on the Bounce Arrow to hit the Middle Ring.

If you try to swallow one, you'll see that the big toothy ghost is really just a Shyguy wearing a sheet. How bizarre.

The next area is numbered in the rock and has two 'flipsides': you can fall down on one side and climb up on the reverse. To collect the key, look up underneath the three thin bands of yellow sand and shoot an egg straight up through the centre band (75). Use ricochet shots to hit these treasures (76).

The arrows beside this egg dispenser (74) show you how to make a bridge. Hit the cloud, Bounce Arrow upwards and then pound down through the yellow sand. The bridge will stop you, letting you reach the locked door.

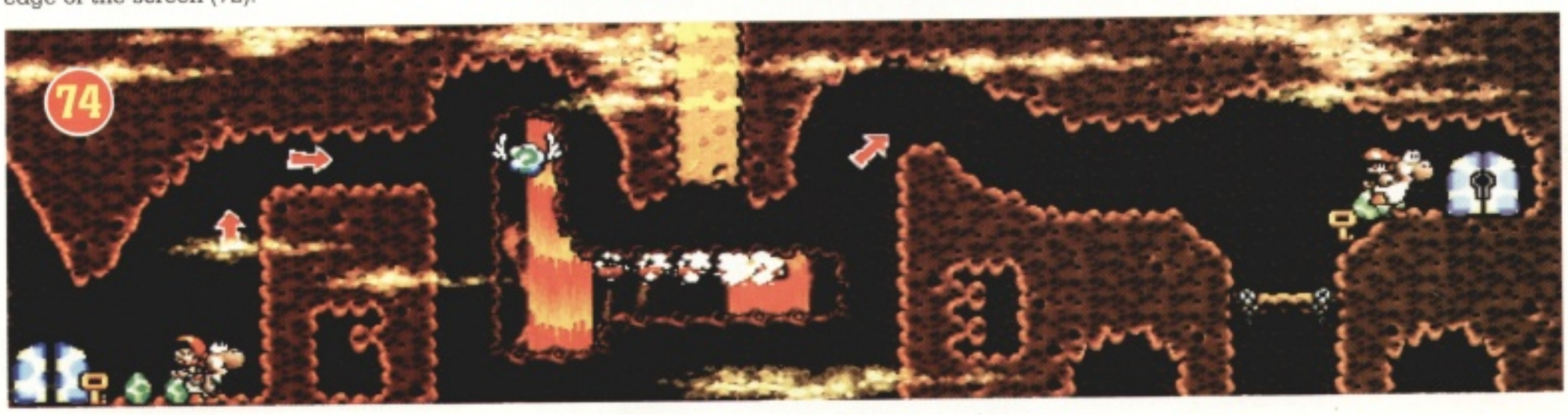
Don't forget the reverse blue door in area 4. A small jump on the Bounce Arrow beyond it lets you stop halfway to collect two coins. After grabbing 2 Coins and a flower in area 5, head left and flame the streetfighters before pounding through that thin grey line of sand.

6-7

If you lose your footing on the rotating green swings, remember that the middle pivot block is also solid. Look for Red Coins above the first swing (77).

8/1 Middle Ring 1
You'll miss a flower unless you take this red platform (78). The key to the bonus room is hidden somewhere inside that huge ferris wheel arrangement (79). You'll have to take it apart to find the key for sure.

17/3 Middle Ring 2



To get the last Flower, aim directly upwards and wait for the baby thief above your head to open the flippers for you (80). Take the green pipe to exit this section.

6-8

3/2 Middle Ring
After outracing Kamek (81) you'll find the four spinning doors. Which door you hit with an egg will decide which route you take (82).
The numbers loosely indicate the difficulty, where 1 is hardest and 4 is easiest. This needn't be entirely random: stand underneath, aim straight up and lock your eyes on the door you want.

Course 1
Good old-fashioned timed jumps and ducking will see you through much of this route. The pink platforms sink into the lava, so your technique should be to jump back and forth between the second and third, collecting eggs and bouncing them off the roof to destroy the Breakout bricks (83).

Course 2
You might have noticed one of these tall, stretched Shyguys on 3-3, and they have secret uses: step on one and it spits melon seeds like a sub-machine-gun (84). You can even swallow one and carry it with you until needed. If only they cropped up more often...

Course 3
The chasing mini-boss can only be stalled – even if you knock him down a chasm he'll return. Worry more about avoiding bats and shooting flowers and fire backwards (85) frequently to stun the great spiky one while he's still off-screen.

Course 4
Welcome to Coin Heaven. You get an easy ride here, with 1-Ups literally thrown in your face. Ideal for attempting that 100% rating.

15/4 end of route
If they don't hit you first, Kamek's magic bolts will turn blocks into random enemies (86). I recommend a Green Watermelon from your inventory for a perfect on this section: spit a couple of seeds in his direction and he'll vanish for a moment, even if you don't hit anywhere near him. Then stand on his ledges to prevent him materialising. Make sure you have 100% before taking the Big Red Door (87).

Baby Bowser
As soon as he leaps up above your head you should sidestep, jump to avoid his shockwave (88) and then slam the floor immediately to send a shockwave back at him. Kamek will sprinkle his magic dust after three hits.

Giant Bowser
Aha, so that's it... The height of your cross-hair now indicates the steepness of the ballistic that your egg follows as it disappears into the distance (89, 90). There's no easy visual clue for aiming – you'll have to practise this battle a few times – but I recommend pointing the sights straight up and then letting them fall slightly before firing. All of your successful shots will be somewhere in this narrow band.

THE END

SNES TECH & GAMING ANSWERS

GAMEFREAK

By Tony Mott

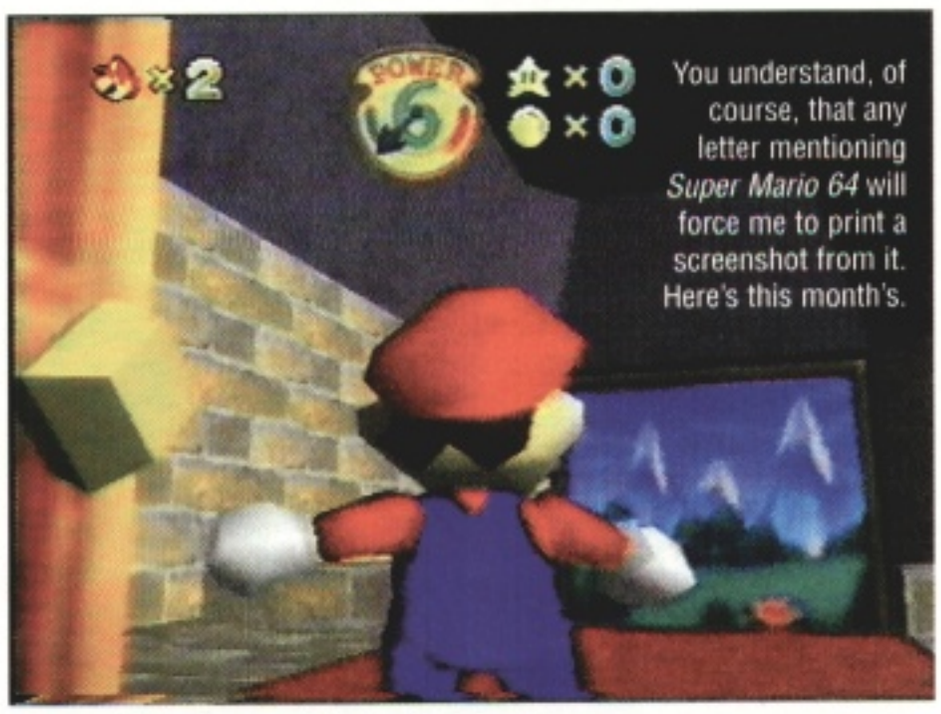
Dictionaries don't carry definitions for 'Gamefreak' but if they did, they'd probably say it means 'all-round videogame skillster who helps the needy and is also a bit handy at drinking beer and stuff'. Or words to that effect, at least.

wondering whether it's simply too costly or time-consuming to translate certain stuff for the West then the answer is no – most companies simply cannot be arsed.

Q Will all Ultra 64 games use polygons?

A All the games currently announced for the machine are certainly polygon-based, and I doubt Nintendo are very keen on any 2D games appearing. (But then if you'd spent millions of quid developing the most powerful 3D-generating console ever, would you be?) It's interesting to note that, unlike the Saturn, the U64 has no dedicated 2D-handling hardware. 2D games will be easy enough to achieve, though, it just takes a sprinkling of competent programming, and I understand it's possible to get 2D efforts of at least the quality of the Saturn's up and running.

From Thomas Holzer, Wokingham:
thanks for printing my letter (*issue 37 – GF*), shame that you only gave such a irrelevant answer (british intelligence?). And YES, of course I defend any of my 13 consoles/ computers (incl. SNES); I payed HARD EARNED CASH for them (unlike you). Nevertheless, it is frightening to know that since 1984 you are as thick as two planks.



You understand, of course, that any letter mentioning *Super Mario 64* will force me to print a screenshot from it. Here's this month's.

I normally wouldn't print this sort of stuff, but you've caught me in a bad mood (the bloody kitchen in my flat flooded this morning, y'see) and we have some space free. And normally I correct any spelling and grammar mistakes readers make when they write to me, but I thought I'd make an exception here too, for obvious reasons. For the record I've paid (yes, that's 'paid') for all of my computers and consoles (all 15 of them, if you're into my-nob's-bigger-than-yours-type arguments). Don't you think your time would be better spent trying to find a decent game for your beloved Jag than writing unintelligible tosh to me? It'd keep you out of mischief for a few years. Now go away quickly.

Ocean's *Waterworld*: destined for an even more watery grave than the motion picture itself.

From Chris Easton, Perth, Scotland:

Q Do US pads work on UK machines?

A No, although the other way around is fine, oddly. If you'd care to refer to Playback in issue 34 you'll see that we printed a letter from a switched-on geezer called Ben Carter which details the internal alterations you can make in order to make them work.

Q How much does it cost and how long does it take to translate SNES games?

A It varies in the same way the length of string does. If your query is spurned by

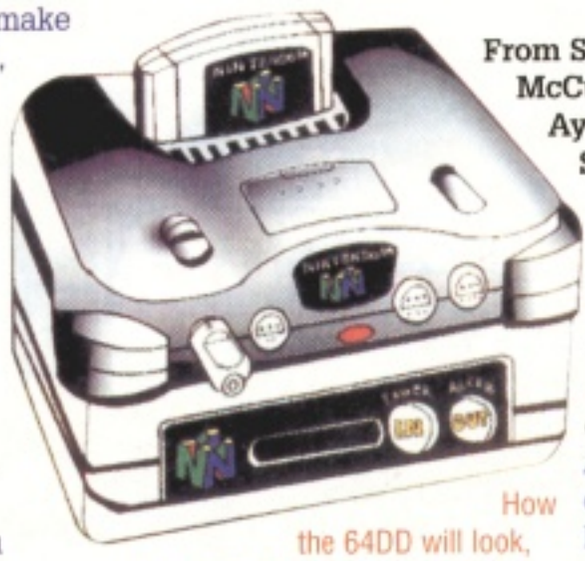
From Stephen M., Cramlington:

Q Have you got any more news on UK release dates for *Spike McFang*, *Ogre Battle*, *Front Mission*, *Septentrion*, *Nosferatu*, *Mario RPG*, *Sim City 2000* or *Rejoice*?

A Yes, but all bad – none of the games you mention are going to be released here.

Q What happened to the following games: *Waterworld*, *Secret Of Evermore*, *Hagane*, *Mr. Tuff*, *Realm*, *Oscar*, *Ninja Warriors*, *Wild Guns*, *Warlock*, *Ultimate Parodius*, *World Masters Golf*? You said they were coming to the UK – have they been put back?

A In that order, then: Ocean have cancelled it (I've played a near-finished version and it wasn't so hot, so don't shed any tears); THE assure me that it'll be out by the end of February; came out ages ago; dunno – I thought it came out a while back; on hold, probably never to appear; ditto; see *Mr. Tuff*; ditto; this was never planned for UK release; nor this; see *Mr. Tuff*. I don't visit high street game retailers very often so I simply cannot tell you whether some of these failed to make it to the shops and we can only go on what manufacturers tell us when we cover games.



How the 64DD will look, or at least according to Japanese mag *Rokuyon 64*, anyway...

From Scott McCulloch, Ayrshire, Scotland:

Q When the Ultra 64 arrives, how much will the bulky drive cost?

A The price of the 64DD has yet to be confirmed by Nintendo, but I'll have a wild stab at around £150.

Q Should I keep my SNES until the Ultra 64 comes out, or would I get more money for it if I sold it in the summer?

A The going rate for a second-hand SNES will certainly lower when the Ultra 64 becomes widely available, so if you're intent on selling yours, perhaps you should do it sooner rather than later.

Q I'm going to America in October – will the Ultra 64 be available to buy over there by then?

A Oh yes indeedy.

Q When is *Super Mario RPG* coming out?

A It'll be out in Japan on March 9. THE Games reckon it'll get a UK release by July, so hurrah for that.

Putty Squad. Not one of my all-time faves.

From David Maxwell, Keynsham, Bristol:

Q Is there any chance of a Jap or US convertor coming out for the Ultra 64?

A Whenever a new piece of kit comes out, companies like Datel take one into the workshop and strip it down in order to develop devices which counter country-code protection and whatnot.

Whether they'll be able to nobble the U64 in the way they have the Saturn is another matter. We'll know about a month or so after the machine comes out.

Q Now that Namco have joined the Dream Team, is there any chance of an update of *Ridge Racer* or *Tekken* coming out for the Ultra 64?

A Nope, you'll be getting an all-new U64 title from Namco in 1997.

Q Do you think I am a Nintendo fan if I write Nintendo and U64 all over the place, or do you think I am just mad?

A I guess it beats writing girls' names on your pencil case.

Q Why have I waited four or five years to be told that the U64 will hopefully come out in September?

A Er, because you're a dedicated Nintendo fan? If you're asking why it's been so long coming, there are myriad reasons, the most significant being perhaps that so many different companies have been involved in its creation (Nintendo, Silicon Graphics and Rambus). Compare this to the PlayStation, whose major components were all designed and manufactured by Sony, and you can see how final specs and stuff took so long to be decided upon and co-ordinated. The other factor – and I can't stress this one enough – is that truly great games take a long time to create – Nintendo would never have done what Sony did in giving Namco only around six months to have a conversion of *Ridge Racer* ready in time for their machine's launch. Nintendo gamers suffer in-between releases, but the theory is that when they *do* arrive, their finished quality makes it all worthwhile.

From Andrew 'I Might As Well Get My Own Column' Crane, Bournemouth:

Q Was there anything that really disappointed you about the Nintendo 64 launch?

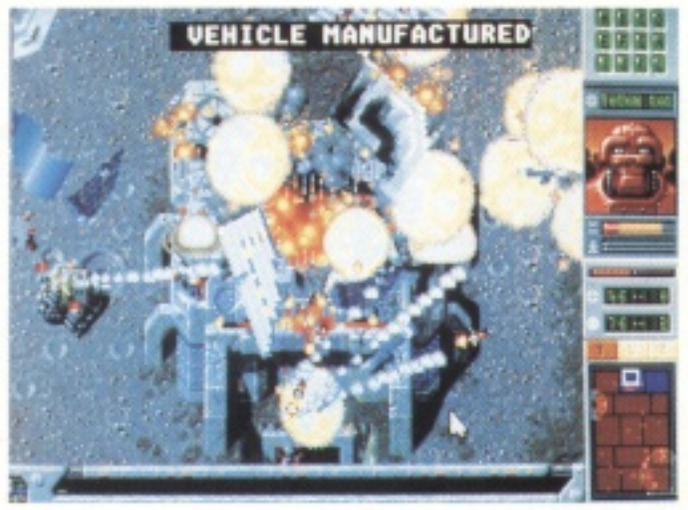
A Yes, it's something that bothers me with Nintendo games in general, and that's the fact that everything comes in pretty colours with cute smiley faces and happy, jolly tunes. I can't help thinking about the potential for that Nintendo magic married to ideas which are a bit grittier than the likes of *Mario* and *Kirby*. I'm not asking for gratuity, *MK*-style, just for a few less pastel shades and a few more guns the size of Hertfordshire.

Q What happened to *Putty Squad* on the SNES and Amiga?

A I don't know and I don't care. It and *Super Putty* represent the epitome of bland, uninspired videogame production. (Sorry, I did say you'd caught me on a bad day.)

Q Do you know what the Bitmap Bros. are up to? (I still wish for *Speedball 3*...)

A They're busy putting the finishing touches to *Z*, a *Command And Conquer*-style game which my chums in PC land claim will be a stormer. I can't see them working on a Nintendo format again in the near future, if that's what you were hoping for.



The Bitmaps' *Z*. Looks like it might induce a few Zs, too.

Q Is Ted Woolsey handling the *Super Mario RPG* translation? (And do you have any more news on this potentially classic game?)

Is that Donkey Kong our motley crew are taking on? Reckon so.

A That's his job, so I guess so. I've only seen a video of the game in action, but I can tell you it's packed with some of the best graphics and presentation I've seen on any format. Watch out for the Snowman boss and the underwater bits in particular – they're knockout.

From Andrew Vickerman, Scarborough, North Yorkshire:

Q I have a multi-system TV (NTSC and PAL – no need for a SCART lead) which I use for my US SNES. Should I consider getting a US Ultra 64 (regardless of potentially outrageous mail order prices)?

A Definitely.

Q Will the Ultra 64 use the same sound lead as the SNES – a multi-out to A/V?

A The Ultra 64 certainly has the same SCART output socket as the SNES, yes.

Q Will the Ultra 64 use the same sort of power supply lead, allowing me to save money if I use my existing SNES one?

A Um... you should be able to use your existing one, yes. (Hey, being an omnipotent videogaming oracle isn't easy, y'know.)

Q Is it likely that the 64DD will be used for more than just RPGs, and will games come out on both Ultra 64 and 64DD?

A There will be all sorts of games appearing on it, so don't fret.

Q Will 64DD games be cheaper than cartridge Ultra 64 games?

A I seriously doubt it, although it's possible Ninty will price them *slightly* lower than carts in order to seduce more customers into buying the add-on.

Q Do you think I should I have the 64DD on my shopping list?

A Absolutely, along with bacon, eggs and lard. After all, Shigs himself has said: "we expect we'll be able to make greater games using this method".

Q Why did you quote £200 for the Ultra 64 when $200 is £160?

A Because I am the Mystic Meg of the videogames industry, and if it comes out here at the sterling equivalent of $200 I'll eat my crystal ball.

Q What the hell do Nintendo UK or THE Games do other than man the stupid Nintendo Hotline and not bring out great Japanese games?

A Well, they think up dreadful advertising campaigns for the Ultra 64, for one thing. They also choose which SNES games get released over here, from a list of titles currently 'available for PAL conversion', and test and appraise games before they're manufactured for the UK market.

Q How many people do you think will have waited for the Ultra 64 – enough for it to be a success to Nintendo?

A Interesting quezzie. A lot of SNES owners have gone out and bought PlayStations, that's for sure, and they're the sort of people who want the most powerful bit of gaming kit under their tellies. Some of them will come back to Nintendo via the Ultra 64, some won't. But I'll say now that there'll be more Ultra 64s sold in its opening weeks on sale than there was the Saturn and PlayStation put together in theirs.

From Peter Brodie, Sydney, Australia:

Q The CD that comes with *Killer Instinct* has 15 audio tracks, but after these have played it has 15 *extra* tracks each of three seconds in duration, which are silent, at least to my garden-variety regular CD player. I take it this is some sort of CD-ROM thing pertaining to the game, but what? Cheats? Character profiles? Any light you can shed would be appreciated.

A First, congrats for sending the most obscure Gamefreak question ever. You don't win a prize. Rare's Simon Farmer tells me that they're there to hide the CD's 'secret' track, which you should be able to find lying immediately after the 15th. A great idea, you'll agree.

ANY QUESTIONS?

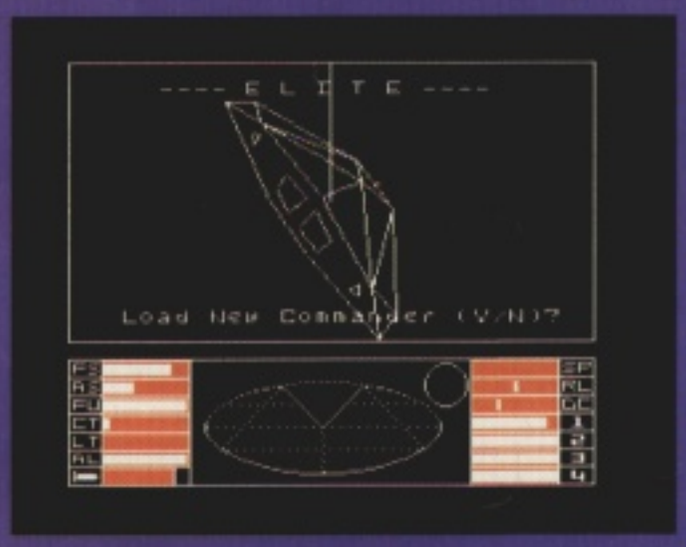
There's only one place to come to have them answered. Send those queries here:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

As I sit at my desk, looking out of the window, I dream of lots of things: of that blond barmaid down the pub; of Goa, where I'm planning on holidaying this year; and, almost as often, of games. You do too, apparently. The difference is, you win SNES games and stuff for your daydreams, whereas all I earn is a stern stare from my colleagues. Anyway. Here are this month's efforts, the first of which is from Ciaran Maune of Knocklyon, Dublin:

"My dream game would be set in a time when space travel is possible. It could have the same theme as *Elite* to allow for people who just want to make a profit, while adventurous types could explore vast areas of space, meeting up with new cultures, forming trade links, conquering new worlds or just blowing up ships and killing people. You could hijack ships, form your own fleets, hold important people for ransom and colonize planets and buy or capture warships to unleash terror. There would be other races, free agents like you, and organisations like Starfleet contending with you. One brilliant aspect could be the use of the memory card. If it really can remember the playing style of an individual player, a friend who also has the game could give you his card and you could integrate their gaming style, position and strength in your game, so that on your travels you might meet them and fight. Brilliant, huh?"



Elite: The best game ever or the biggest waste of videogaming time ever? It's influential, whatever.

Well, if not brilliant, certainly better than most of the suggestions that get sent in. I love this memory card idea and I wonder if Nintendo really *will* use its capacity for things like this. Hmm.

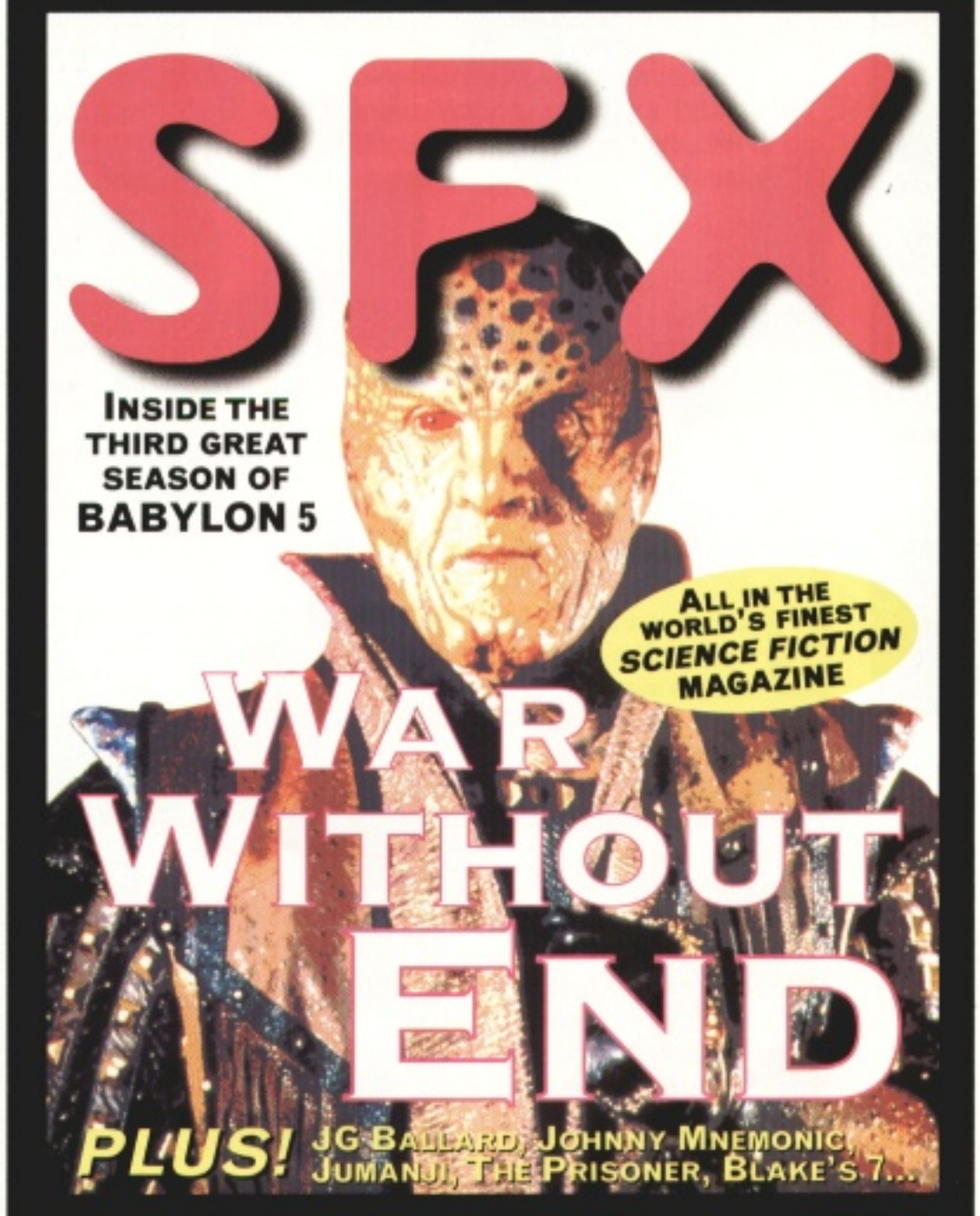
Moving on from an Ultra 64 idea to one that its sender believes couldn't be done on any known console. Go go David Alexander Thomson of Ayrshire, Scotland:

"Let's call it *LA Cops: The Way They Like It (If we really* must *– GF)*. You would control a police officer in LA, as the title suggests, and investigate a series of linked murders. The game would place no shackles on the player's choices: if you wanted to shoot your partner in the face while working on your reports, you could go ahead and do so. If you wanted to arrest some old man while he was walking down the street, you could. These actions would certainly not help in completing the game but the sense of freedom to do whatever you wanted would be very appealing. (No messages saying 'I wouldn't do that if I were you'.) "The game would contain an involving storyline with 3D characters and many twists and turns. It wouldn't revolve around searching for the killer, but would include routine highway patrols and sorting out domestic arguments. I don't think this could even be done on the Ultra 64, but perhaps on a future Nintendo machine. Here's hoping, anyway."

Been to see *Seven*, have we? I wondered how long it would be before someone sent in something like this – I've lost count of the number of times I've played an RPG and wanted the option to punch an annoying villager in the throat because he gives your character a bit of lip. Have this very special *Super Play* booty bundle for such an inspired effort.

And that's yer lot. Keep dreaming, keep them brief and keep them original.

ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!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FINAL FANTASY FORUM

A case of the ex-files has scuppered our original plans for this month's Forum. Serves us right for playing tricks, kupoppo...

Sadly, we must open this month's Forum with a sincere apology: a last minute battery back-up failure has meant that our revelation of *FFIII*'s end sequence has been postponed until next month. Yes, it happens to us too, y'know. Every character was at level 99, sob... All Spells, Lores and Rages learnt, boo hoo... The timer maxed out at 99:59...

Ahem.

The Rescue

Returning to South Figaro in an attempt to stall the Imperial forces, Locke discovers one of their generals is being held captive by brutal guards. Your choice of disguise will alter the scene subtly (Star Wars fans may recognise that Celes' dialogue reprises the Princess Leia line "Aren't you a bit short for a stormtrooper?" if Locke's in green armour).

Having discovered the two secret passages below Figaro, you're now in a position to discover the two hidden basements. Head down past the three bookcases and keep pushing into the wall, down and to the right. You'll disappear briefly but re-emerge in Basement 2.

If you wander around down here for long enough, collecting the RegalCutlass and Iron Armour, you'll see the top of a staircase apparently blocked in. Head up this passage and follow our handy marked route to gain access to Basement 2.

At the end of this sub-story you'll pass through the Cave of Figaro once again and do battle against Tunnel Armour (Celes' Runic ability will hinder it).

Make sure you DON'T open any of the chests when you first travel through the cave with Terra, Locke and Edgar earlier in the game. If you leave them until you return with Locke and Celes, the chests will contain a Thunder Rod, a Tincture and an X-Potion – far more valuable than the original treasures.

Locke in 'civvies' reveals the steps in the wall.

Search these chests for the Hyper Wrist and Running Shoes.

Take this route to reach the staircase.

Sneakily, you'll never need to use healing items like Antidote ever again (except in battle): just equip and then de-equip the Ribbon to cure all status ailments.

Don't miss the Ribbon hidden in the wall (see Locke).

Be a moogle, kupo!

Two months ago we presented you with a small challenge to enlist the aid of the moogle troopers who first assisted Locke in protecting Terra in the mines of Narshe. Not hard enough, according to some of you, but for the benefit of those who still expect to find some hidden characters on the basis of our screen shots we felt we'd better come clean.

The first correct response came from Michael Foster of Blackpool. "Hah! So you thought you could pull the wool over our eyes so easily, did you? Well, you reckoned without the skills of a person sad enough to have played *FFIII* at least three times all the way through." We'll let Michael explain from here.

"The first menu screen naturally occurs during play when Locke rescues Terra, so no shenanigans there. The next two shots do involve some shady dealings at the Colosseum but you have already given part of the game away in *SP32* when you told us how to make it look as if you were playing as Kappa.

Use of the rather natty Rename Card is called for, first of all. After that you need to 'be a moogle, kupo!', a phrase which anyone who has investigated the properties of the Moogle Suit will quickly recognise. This makes Relm and Strago magically resemble moogles in battle (but not on the menu screen, hence the use of the earlier one) and, if renamed, an unwary and gullible reader might be hoodwinked into thinking you are honest and reliable instead of dodgy wags of the most disreputable nature.

But who is the third moogle? Why, 'tis none other than Mog renamed, which explains his dance skill, the only one proven. QED."

Congratulations to Michael, and to the many others who called our bluff. Why, those pens will fly this month. Special mention goes to the caddish Adrian Whiteley of Wakefield ("I know because I did the same thing to one of my friends"); and to Davy Stephens of Lancaster, who tried to beat us at our own game. "Simply equip Locke with a Merit Award relic and another Moogle Suit, use yet another Rename Card, and even 'KUKU' has joined up." With Davy's method, you could actually recreate the entire tribe of Narshe moogles (uh, bar one friendly Sasquatch).

"I'm still puzzled as to where you discovered the second Moogle Suit," says Scott James of Porthcawl. If you haven't already discovered them, you might find our list of Colosseum recommendations rather enlightening. You can pick up a Tabby Suit and a Chocobo Suit (both upgradable) in the mountain gathering place of the Espers.

Phoenix Rising

We're always delighted to receive reader art, especially when it's as good as Terra and Locke at Rachel's bedside by Matt Lyon of Basingstoke. It might seem a little indulgent to print more of his work, but Matt has lavished so much time and effort on this Occidental rendition of a scene from *FFIII* that it would be criminal to keep it to ourselves.

Finally...

"I found a chest near Sage Joch's cave", writes Keith Barrow, discussing his *Secret of Mana* exploits, "and when I opened it, a small dark thing jumped out and the message 'Shadow Zero!' came up. Does this do anything or is it a red herring?"

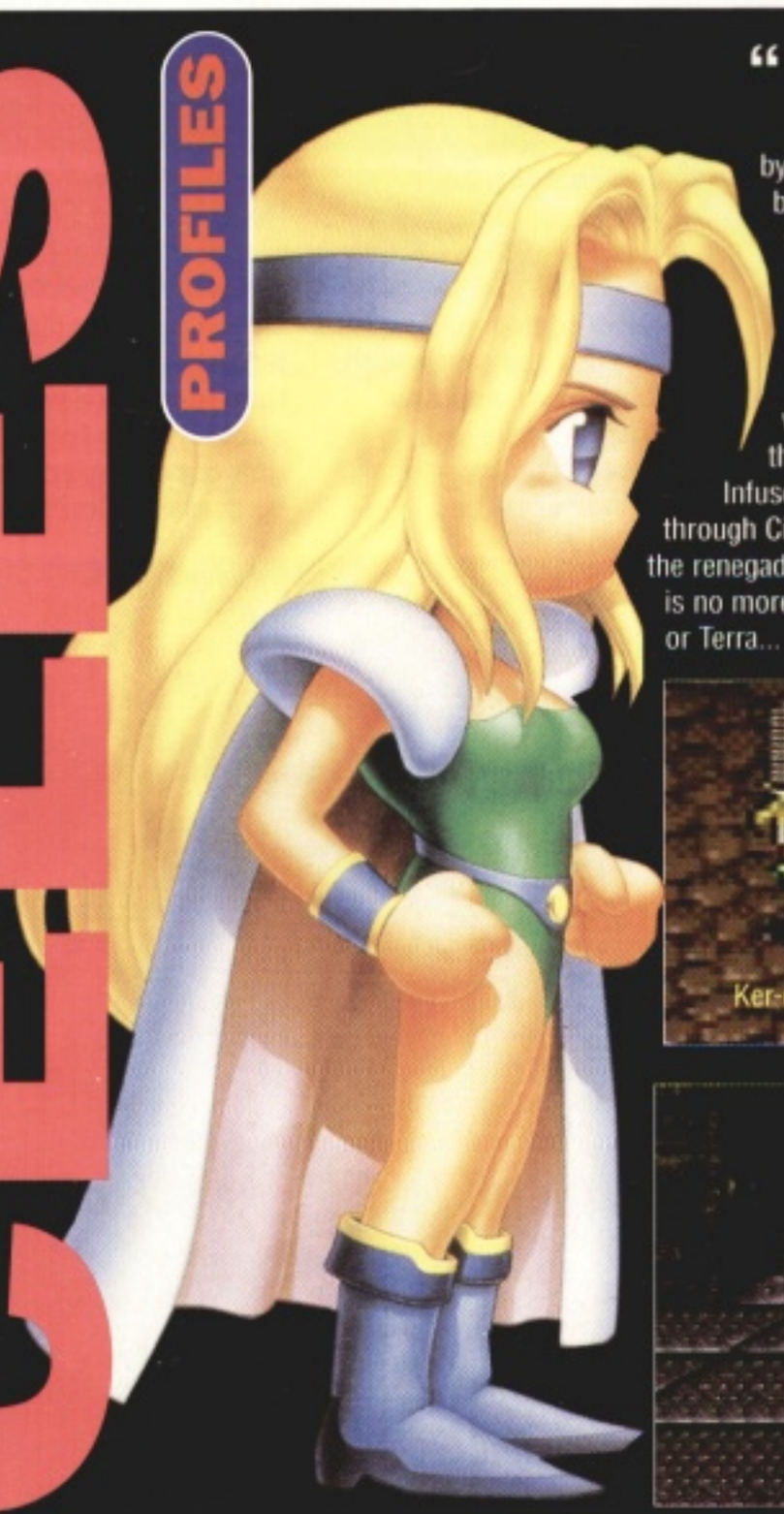
I must confess that, although I remember being amused by the little one-eyed chap who dived out of the chest and scarpered, I can't recall him having any effect on the party or the character who opened the chest. I presumed it was a Japanese in-joke. Was I wrong? Can anyone cast light on this Shadow Zero?

Thanks this month to Amanda Attia, Craig Davies, Simon Drayton and Jim Riley. No thanks to my SNES for eating those saved games (perhaps it was a protest at the Sony deal, who knows...)

Stuck on a Square game, or simply want to share your intellectual bounty? Then write to us at Final Fantasy Forum, *Super Play*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

CELES

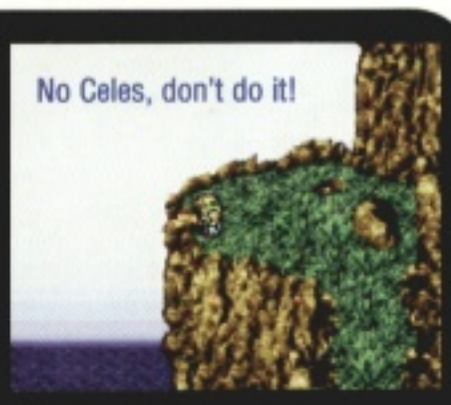
PROFILES



"Pure as snow... cold as ice..." If she's regarded as a favourite character by so many, it's probably because Celes gets all the best scenes (including some unprecedented melodramatic moments in console history). But follow the game closely and you'll discover that she was personally responsible for the sacking of Maranda.

Infused with a Shiva's essence through Cid's genetic engineering, the renegade Rune Knight General is no more human than Kefka or Terra...

Her Runic skill only works with certain weapons: you can check compatibility on the item screen by selecting a sword, hitting A twice and pressing left. It absorbs spells cast by enemies and friends alike, so Celes is best placed in the company of other fighters. Runic also drains Tek Lasers and some other Tek specials, making her good against MagiTek Armour.



One little-known fact about Celes is that she can learn spells without Espers, like the characters in *Final Fantasy II*, if she reaches a certain level and has sufficient Magical Power. You may even see her develop Ice2 or Ice3 unaided by Magicite: Ice is her innate speciality, just as Fire is Terra's.

Her best equipment is debatable: because she's a military type and a magic user there are few limits to what she can wield. You could equip her with the Scimitar and full Genji gear for fighting, but I prefer to use her in a magical role, boosting her Magical Block to well over 100% with items like the Enhancer, Force Shield, Mystery Veil, Force Armour and 2 White Capes. This set-up is more effective than a Wall Ring.

Her involvement with Locke begins in South Figaro. Read The Rescue above for more secrets of the sub-plot.

MODE 7

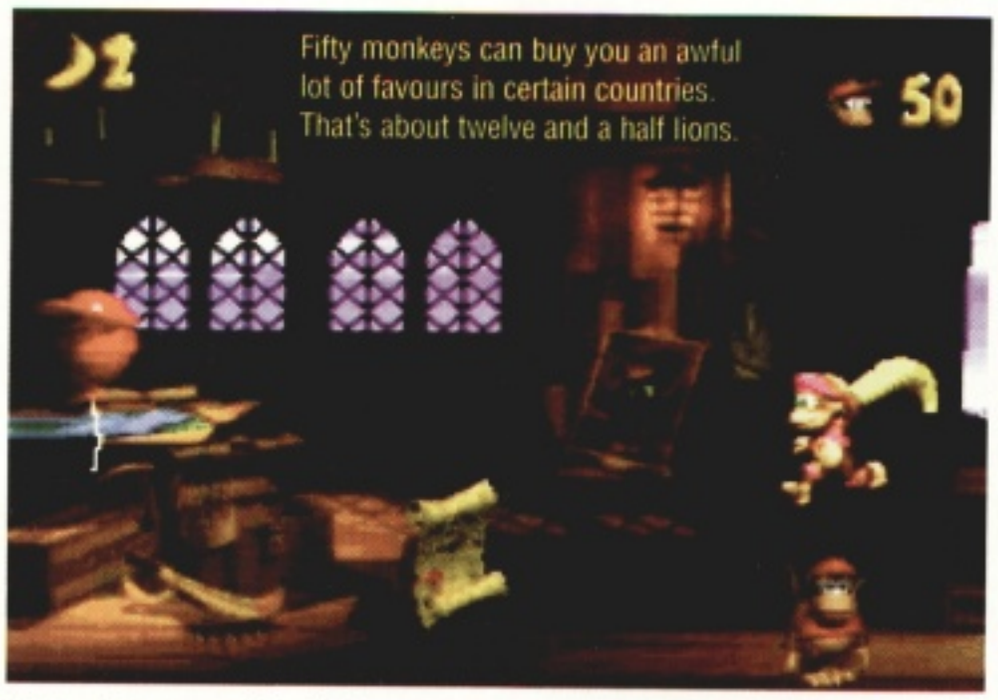
By ZY NICHOLSON

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

I'm told that back issues before SP28 are no longer available – we've completely sold out! – so I will be tipping the classics for newer readers. Don't send old cheats (I've already got hundreds) but do let me know what older titles you'd like to see us cover in our retro codes section. New tips are still the most welcome, of course, so get writing to Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

DKC2: DIDDY'S KONG QUEST

(Nintendo/Rare)
***SP*40: 82%**



- **50 lives**
- **More difficulty**

A big Mode 7 congratulations to Ian Maw of Portsmouth and Bob from Wigton for an explanation to the Cheat mode puzzle confounding me last issue of *Super Play*.

Start a new game and push down ten times to reach the Cheat Mode (see last month's Mode 7 for more details).

Highlight Cheat Mode. On Controller 1 Press B, A, right, right, A, left, A, X (those directions are on the D-Pad, not the collar buttons). You will hear a yelp, and may notice the screen blink. This code spells out BARRAL AX and, indeed, that is what it does. In your new game you will find that all of the DK barrels (which give you a partner) have been removed. You get to start the game with both apes, and any lost partners will be replaced after each bonus area, but essentially this is a cheat to make the game harder. Maybe not exactly what you were hoping for?

Then go to the Cheat Mode again. On controller 2 press Y, A, Select, A, down, left, A, down and listen for that screech. The code spells out YA SAD LAD and gives you 50 lives. Ah, so the clue was in the magazine he's reading, then?

If you do both codes before starting a new game you'll find both Diddy and Dixie at your disposal at the start of each level, despite previous losses. Now, I'm all for cheats that make the game harder, but there are other ways of attaining fifty lives. You can quit out of any completed stage by pressing Start and Select,

DON'T ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Honest, I did have a girlfriend once. But she was rubbish at Streetfighter, so I dumped her.

Dear Zy,
I'm a comedian and if you can help me with one small query on *BOF2* I'll give you anything: what do you want? Tickets, autographs, money – you name it, it's yours.

I've beaten Trout and I now know there's a demon in Gate but I can't find Tunlan, or the animal that may help me cross the ocean. Please help before my wife confiscates the SNES!

Kevin Day, London SW16

Zy Says:
From your further description I guess you already have Jean in your party but you haven't yet rescued the Grass Man.

Staying on the Western continent, head down to the Whale Cave (it's far to the south of SimaFort, on an eastern peninsular) with him in the lead and go down into the fleshy pink dungeon. The wooden barrier around the entrance had me flummoxed for ages but you can break it down with Katt's staff (sorry, Mrs Day, but Kevin won't be going out for a

ISS DELUXE

(Konami)
*SP*38: 94%

- Six superstar teams
- Edit player appearances
- General tactic
- Extra skill points
- Odd passwords

Go to the Edit Player Skills screen and raise all the strikers' abilities to maximum. Then pull down twice, taking the cursor to the keeper without going over any other players. Select him with A and his characteristics will also be at max. With this method it's possible to get many, many extra points to redistribute to other players, depending on how bad the striker is. Repeat the technique and you can, in time, max out your team's abilities. John Theobald of Milford on Sea discovered this useful glitch.

For a few cosmetic changes, go to the Edit Player Skills screen again. Move the cursor to the player and press Select plus L to change their skin colour (a potentially grooving multi-cultural melting pot of a cheat, that, but let's pray it never falls into the hands of a power-crazed eugenicist). In the same fashion, but with Select plus R, you can also changed the player's hairstyle. So if you're sick of seeing those ponytails flopping about, or you fancy creating the hairiest team of footballers in history, then employ this rather nifty pad-twiddle and let your freak flag fly. Credits go to David Young of Blairgowrie, Sean McCallum and Andrew McCrudden of Belfast.

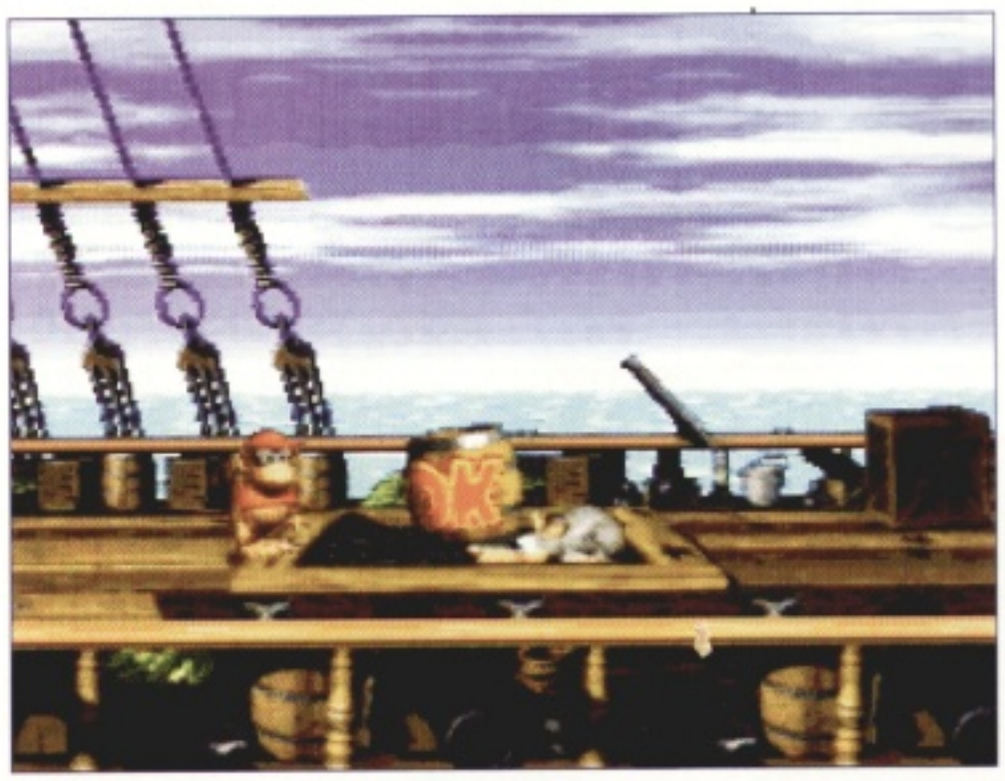
A collision ruined their hula hoop fun.

Want to have a Super Keeper? The start a two-player game with both of you on the same team. Put the keeper on manual control. Once the match has started, both players should hold L plus R. A star and circle will appear below your keeper, who is now much faster.

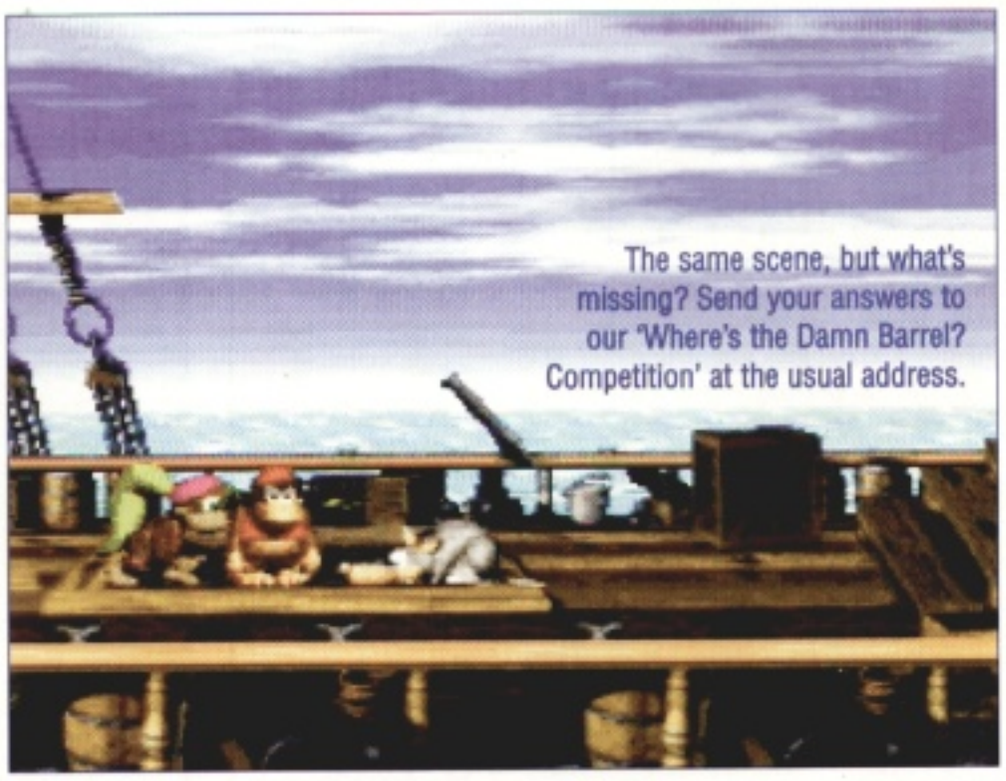
ISSD also contains six hidden superstar teams. On the title screen with the voice calling out the game's name, wait till the man finishes his lung exercises and enter this sequence on controller 2:
R, up, down, L, X, B, left, A, right, Y
The dog bark confirms you've got it right. Go to Open Game and Team Selection and see a new group of secret teams assembled from top players in the game.

Lee Brunt of Bristol tells us that you'll find these superstar teams within the game without cheating if you beat the All-stars, and has kindly revealed some *ISSD* passwords guaranteed to debilitate any small electric typewriter.

Level 5 – Italy vs All-Stars:
~ 4 R 5 $ ø T 9
Scenario Mode:
f P (up arrow) ! K n D N d n R !
d n % ! d n % ! d n % ! X ø R
This code enables you to fly all over the pitch with Rover the dog. There are UFOs in the background, according to Lee (actually, that password might start with a small capital F – no gold stars for the handwriting there, Brunt).


Above: Monkey. DK barrel. Rat. Memorise this idyllic nautical scene.

and once you've reached areas like Hot Head Hop or the Bayou you'll find certain stages that have 1-Ups and Coins ready to grab at the very beginning, letting you repeat the process of collecting them rather easily.


The same scene, but what's missing? Send your answers to our 'Where's the Damn Barrel? Competition' at the usual address.

while now). Oh, and if you play By George! at the George Canning in Brixton then let me know.

Incidentally, did you spot *BOF2*'s Kilgore/Trout allusion to a Kurt Vonnegut character? I'm wasted in this job. Wasted, I tell you.

Dear Zy,
Whilst using my Action Replay to search for codes on *Doom* I jogged the Action Replay. It didn't crash but when I got to the title screen it displayed a list of the games credits. Do you know how to do this? Or do you know any other cheats for the game?
Neil Bailey, Essex
Zy Says:
Unfortunately, that's what passes for an ending if you finish the game. But our US *Doom* cart (cast in a red plastic casing, trivia buffs) occasionally shows the credits straight off if you hit Reset a few times. There are no cheats for *Doom* besides last month's bug – no space on the cart, apparently – and I haven't seen any Action Replay or Game Genie device work with it either.

Dear Zy,
Have you got any cheats for *SeaQuest DSV*? I've played the first few levels over and over but I keep running out of time and money in the same place. Please help me before I chuck it out the window. I live in a block of flats, so the lives of innocent pedestrians are at stake.
Gary Reece, Coventry
Zy says:
I know the level exactly. You have just ten minutes to negotiate an enormous repetitive maze and hit 24 switches with Darwin, thus disabling the rogue security systems, yes? I have NEVER beaten that level. In fact, I'll throw it open: can any of you claim to have got further on this game without cheats or codes? Either I'm missing a trick, or THQ has got some explaining to do.

Picking up the *Zelda* thread, it seems that a certain Christopher Houlihan has struck again...

SeaQuest DSV: impossible to beat?

Dear Zy,
How did I find out about the Bottle Seller? Well, I found a super-secret "secret room". I erased my file to start the game anew, named the character Calvin and left my house. I collected four rupees from some bushes and jumped down the east ledge. Proceeding down, I met two guards. I spoke to the right hand one. After the usual crap, it went through every single window of text in the entire game. At the end it said "My name is Chris Houlihan. This is my top secret room. Keep it between us, OK?" Who is Chris Houlihan?

Sadly I have no evidence, as it only worked once, but I swear it's true.
Pat Shields, County Down NI.
Zy says:
You're not the first. I remember this business from a few years ago, but I thought the cheat had since been discredited. If you say it's true, well, perhaps some other *Zelda* owners can try it out or tell me that they too have seen it. I've never seen it work myself.

Chasing the punters with a giant glove won't stop them.

THEME PARK

(Ocean/Bullfrog)
*SP*32: 91%

● **"The Larch. The Larch."**

● **Sneaky tactics**

Oh misery. For five years now I've managed to avoid reciting chunks of *["Bronte Hyphen" – Ed]*. I thought I was over my anti-social affliction but Ashley Hogg has sent in a cheat that opens the sluice gates on those terrible memories. Lupins! Lupins!... Ahem. Enter the password as TH.L.RCH.... [no vowels, like the *Syndicate* code, and filling up the remaining spaces with full stops]. Although I couldn't bring myself to try it, Ashley assures me it will give starting funds of exactly £100 Million.

When you buy a big tubing attraction, a racing circuit, the monorail or the rollercoaster, you normally have to pay for every piece of track laid. But not if your name is Matthew Marr and you come from Cleveland, you don't. Here's his cheat for overcoming a lack of capital.

Just lay a tiny track and build the ride. Close the ride and delete a small amount of the track. Then just expand the track as much as you want, all the way around the park, and rejoin it to the beginning. All of this extra track will be completely free. Now reopen the ride and watch those little people piling through the gates in droves.

A rather sneaky tactic comes from Andrew Hick of Stockport. Once you've used the loop method described in James Binns' *Theme Park* Guide (SP34) you'll start getting 7 or 8 people arriving at once. If you're short of a few thousand quid or dangerously in debt then wait until the bus pulls into the stop outside your park and whack the ticket prices up to 998. Despite the exorbitant fee the hapless customers will be unable to do anything but surrender to your extortion. Immediately take the ticket price down again and admire your quick haul. You can do this regularly, though not too often (that bloke down the bottom will reprimand you if you try it on every time, says Andrew).

John Theobald congratulates us on our starter's guide but needs to know "how the computer thinks." I'm in agreement – cheats are all very well, but there must be a way of beating *Theme Park* on its own terms. If anyone has a clue to the formulae and algorithms involved then drop us a line. *Super Play*'s ex-editor James Leach is now working for Bullfrog, incidentally, so I'll try blackmailing him into stealing a few programmer's notes for the next issue.

DRAGON BALL Z 3

(Bandai)
*SP*27: 70%

● **Those moves for Robert Nguyen**

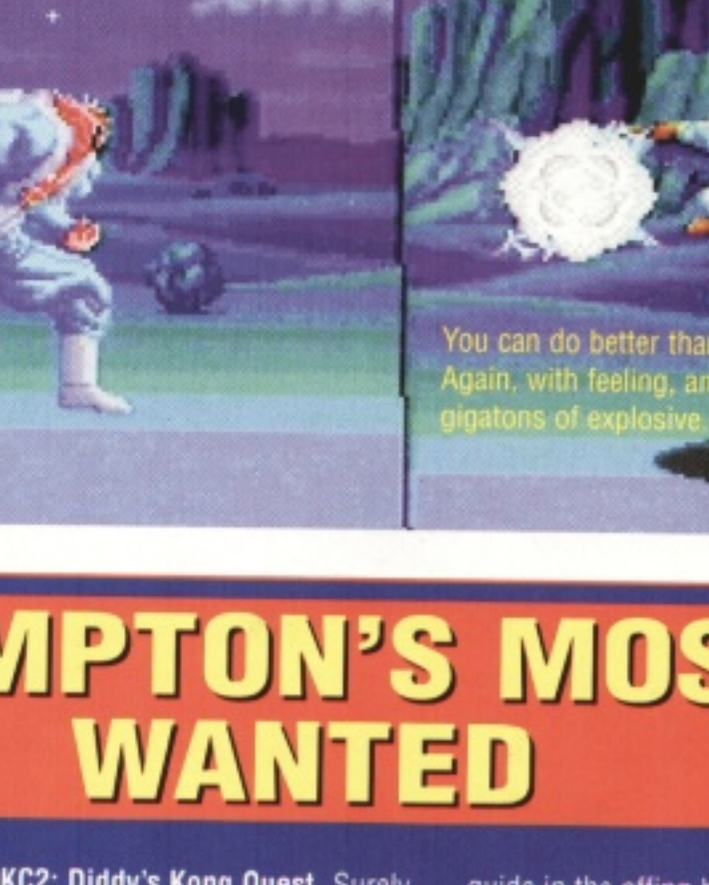
Robert's plea for mountain-levelling fireball combinations has yielded a cracking response. More popular than I thought, then? Take this, spikeyheads! [Joins open palms at wrist, makes energy-accumulating noise, collides with Super Play office cleaner in attempt to mime speed lines.]

Start a game, pause the battle and press Select to see a Japanese options menu. Move the cursor down to the player's name (try it with Trunks, whose name is written in English, if you can't tell which option that is) and press A. Using this function, you can find out all of the moves for each player.

Billy Cheung has also supplied a list of 'Meteo Attacks', which look more like what Robert was fishing for:

Son Goku/ Son Goten	HCF, U+B
Son Gohan	HCB, F+B
Vegeta	HCB, F+Y
Trunks	F, B, D, U+Y
Trunks (kid)	F, B, D, U+B
Bou	B, F, D, U+Y
Babula	B, F, D, U+Y

The options tip came first from Martin Ahmedzai, who's run into Spekkio on his SFC cart of *Chrono Trigger*. He's asking you to run round the edge of the room three times, Martin!


The professional screen shot captioneer is occasionally spoilt for choice.

You can do better than that. Again, with feeling, and several gigatons of explosive.

COMPTON'S MOST WANTED

You see, my dear, the criminal made three silly mistakes. His cheats are now in the custody of Scotland Yard."

1) DKC2: Diddy's Kong Quest. Surely, for surely, those Rare chappies have seen fit to include more than these two cheats? I wonder if a super code is still being withheld in order to maintain interest? In any case, I'm desirous of level warps and short cuts.

2) Breath of Fire 2. Would you be so kind as to oblige me with the proverbial stuff? There is a guide in the offing but nothing can substitute for the collective experience of thousands.

3) Theme Park. Strategy over cheats is my brief. If you can whip the game to within an inch of its end sequence then analyse your methods, summarise them in clear, succinct fashion and send them to the usual address.

WEAPONLORD

(Ocean/Namco)
*SP*36: 75%

● **Random select**

● **Character setup**

After last month's combo revelations, Neil Bailey of Essex has discovered these 'functional' extras. Every fighting game should have them, no?

To play a randomly chosen character, simply press L plus R plus Start simultaneously on the Character Select screen.

Choose a Vs. Battle and let both players pick their warriors. On the Map screen, where you choose the background stage, press Select plus L plus R plus Start and you'll skip to a Set-up menu. This allows you to reconfigure your buttons and change the amount of damage you inflict (from 50% for Sparring matches to 150% for Berserker battles).

MADDEN NFL '96

(Electronic Arts)
SP: N/A

● **Team codes**

I don't remember much in the way of hidden extras in previous *Madden* outings, but this contribution from the Demon Lord Acuk (sorry, I mean Simon Drayton via the internet) suggests the latest incarnation has gone overboard.

Enter these codes under the appropriate team, while the team's helmet is on the screen after you select PLAY NOW. References to L and R indicate the collar buttons.

Team	Code	Strong points
'62 Detroit Lions	BARRY	defence
'65 Cleveland Browns	ALLRB	running
'67 Green Bay Packers	BAYBALL	ough!
'68 Baltimore Colts	BALBALL	defence
'72 Miami Dolphins	LRBBB	all-rounders
'76 Oakland Raiders	BYBYLA	offence/defence
'78 Dallas Cowboys	BARBY	all-rounders
'78 Pittsburgh Steelers	LAYBR	offence/defence
'78 Seattle Seahawks	ALAR	offence
'79 Tampa Bay Buccaneers	YARR	passing
'80 Atlanta Falcons	LYBRA	running
'80 Houston Oilers	ARABYA	offence
'81 Cinncinati Bengals	RALLY	rallies
'81 San Diego Chargers	AYRBALL	offence
'84 San Francisco 49ers	BAYARYA	passing
'85 Chicago Bears	YABBA	defence
'85 New England Patriots	RAYBARY	offence

There are, doubtless, many more – I think somebody mentioned LYBRARY to me as a possibility for Carolina Panthers – but now that you've got the gist of these codes I'm sure you'll be able to find more on your own.

Now that's what I mean by 'a really cheesy cross-up'.

NBA LIVE '96

(EA)
*SP*37: 78%

● **Hidden characters**

Go to the Edit Players screen and enter the following names for the players. If it is done correctly you will hear a clicking sound, prompting you to view the player stats by pressing L or R. Gasp! in amazement at their ball/basket correlating powers.

Enter	First name	Currently with
J.[space]SMITH	Joe	Golden State
MCDYESS	Antonio	Denver
STACKHOUSE	Jerry	Philadelphia
WALLACE	Rasheed	Washington
GARNETT	Kevin	Minnesota
B.[space]REEVES	Bryant	Vancouver
STOUDAMIRE	Damon	Toronto
RESPERT	Shawn	Milwaukee
O'BANNON	Ed	New Jersey
K.[space]THOMAS	Kurt	Miami
TRENT	Gary	Portland
CAFFEY	Jason	Chicago
B.BARRY	Brent	LA Clippers

JORDAN
ERVING
CHAMBERLAIN
JOHNSON
JABBAR
COUSY
BIRD
ROBERTSON
GERVIN
FRAZIER
MARAVICH
BAYLOR
MIKAN
I.THOMAS
BARKLEY

It's probably already occurred to you that, by filling the Custom Teams with these sporting supermen, you can create a dream team.

And that's not all. The following players (just below there) are the 1995-96 rookies, letting you bring your roster bang up to date. Use them in the same fashion.

These codes were the welcome gift of one Diarmid "Bulls '96" Andrews of Broughtyferry, who thinks we under-rated this game badly in terms of depth and long term appeal. He adds that a few other rookies and stars exist but that's for you to find.

KILLER INSTINCT

(Ocean/Namco)
*SP*36: 75%

● **Combos and gubbins**

I'd like to thank you all for the marvellous response to my *Killer Instinct* combo guide (newcomers and casual readers should check out *Super Play* issue 38). I should have guessed there would be a couple of misprints in there but it's prompted many of you to send in your own favourite bits and bobs so, em... of course, it was all a deliberate ploy, yes, that's it (phew). Thanks to Robert Schmitz of New York, Andrew Densley of Bath and Geoffrey Biver of Leeds for the following pot-pourri of extreme and senseless violence.

Cross-Ups

Without a doubt, *Killer Instinct* boasts some of the cheesiest cross-ups I've ever seen. If you're prepared to risk a real-life beating at the hands of your opponent then start a combo with an INCREDIBLY late cross-up.

Missed Endings

Despite Rare's best efforts to tidy up the eccentricities of the arcade game, you'll still find some particular combinations that glitch on the SNES. I've listed a few of them in the character descriptions. Note that they won't always work, they're not easy to do, and some of them need you to use the speed cheats (see *Super Play* issue 38 again. Aren't you glad you've got a subscription?)

Fulgore

Missed Ultimate: jump in, 4, 1, QCDB+6, D+6, QCDB+2

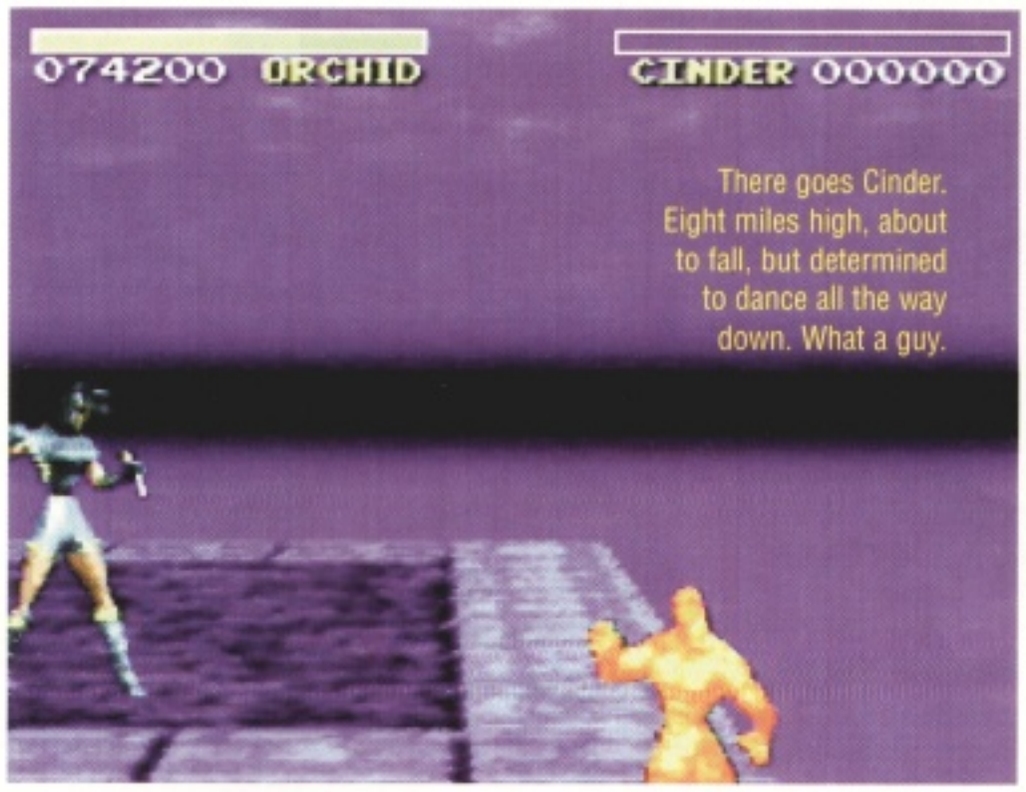
Glacius
In this SNES version, his slow shockwave (QCF+1) can actually add an extra hit in the same way as Jago's slow fireball, although it's harder to tag. While locked in the shockwave animation you can charge back for a Cold Shoulder, or initiate a combo with QCF+5.
Missed Ultimate: jump in, 4, chF+1, B+2, D+6, HCB+1
Missed Ultra: chB, F+3, DB+6, F+3

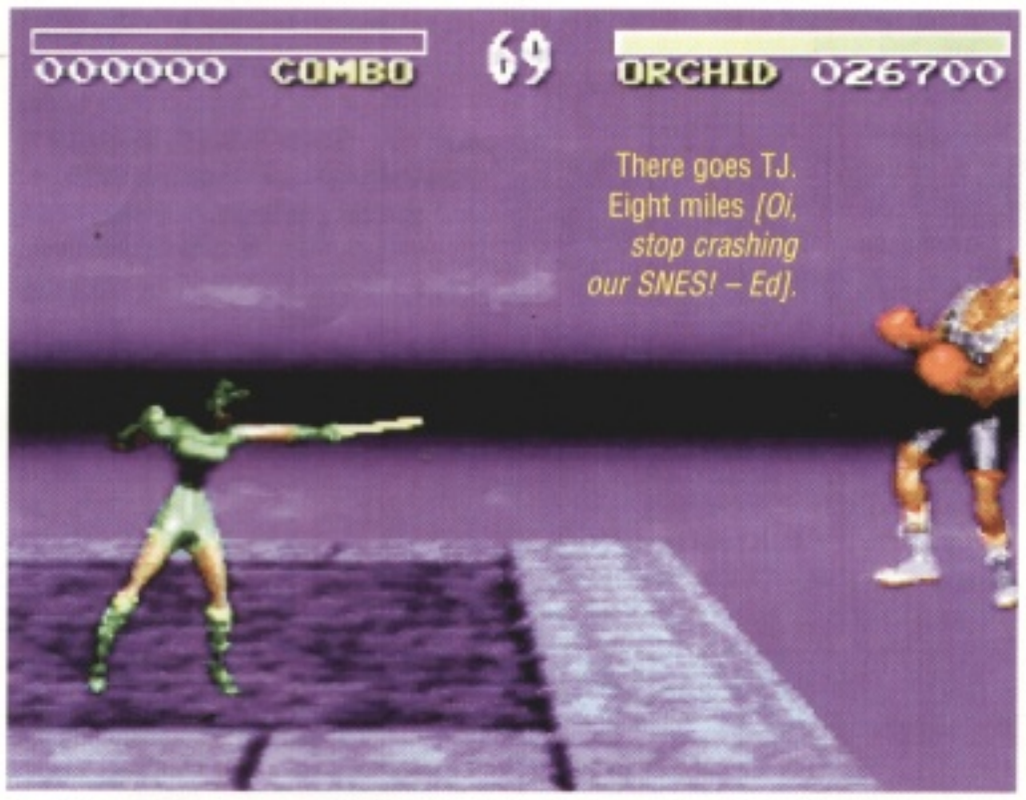
Two contact flashes? Yep – that slow shockwave just hit simultaneously.

Yes, yes, we get the idea.

Jago
Regrettably, I managed to miss out one of Jago's best combo endings – the turbo medium wind kick. Try this, with an example.
End Special: hd5, QCDB+ re5
Turbo combo: jump in, hd3, hd5, QCDB+re3, QCDB+re5
If you're looking for slo-mo combos then I found this was one of the easiest enders to try.
Stun Combo: QCDB+3, QCDB+5, F, QCF+3
Autodoubles after Jago's linker are 1 & D+3, of course, not 3.

Spinal
Looking for that elusive slo-mo sensation? Then end any Killer Combo with F,F+1 and watch that swordflash linger. For instance:
Slo-mo Killer: FF+3, F+2, B+2, 3, FF+1


074200 ORCHID
CINDER 000000
There goes Cinder. Eight miles high, about to fall, but determined to dance all the way down. What a guy.



Cinder
With extreme difficulty, you can hit twice with Cinder's Air Trailblazer by scraping over the opponent's head and hitting them in the back. If you're really incredibly fast then you can even follow through and open a combo like so:
Opener: jump, F, F+3, B+3, 6, 5...(linker, etc)
Allegedly.
Missed Ultimate: F, F+2, 1, F, F+1, D+6, HCB+5

Can you combo out of a combo? Then try incorporating this for more hits.

Orchid
For a massive combo you can put in a cartwheel kick (B+6) after a B, F+K retaliation.
Unbreakable: QCDB+2, QCDB+3, juggle
Missed Ultra: (from other side of screen) chB, F+3, DB+6, F+5

Thunder
A peculiarity of the axe-man is the following combo:
Brutal Combo: F+hd3, HCB+re3
This is the biggest combo you can achieve with just ONE button press. It even sets up your opponent for an air juggle. Thunder's arcade re-dizzy is apparently possible on the SNES, although much harder to perform. Get a breaker, end a combo with a 4 (Qk) and juggle just before they get up. Timed right, you still throw three projectiles that hit for a stun triple combo. I also have it on good authority that the SNES allows you to slo-mo Thunder's

An example of KI's more ludicrous extremes – 6 hits on ONE button?

Ultra for an 'Air Ultra' effect, though I must admit it's beyond me. As is this 41-hit combo, which relies on you (a) being good enough to Air Ultra, (b) having your character on flashing line. I believe I've calculated the charge timings correctly, so here it is:
41 Hit Ultra: HCB+1, F+1, 6, B+2, 1, HCB+3, chF, chB+2, chF+1, B+2, HCB+2, chF, B+2, HCB+2, triple juggle
Now, this arcade combo relies on sammamish juggles and I've never been able to do them. Can others confirm their SNES-ness?
Missed Ultimate: chB, chF+3, 6, B+2, D+6, QCDB+2

Crash the game!
Choose Orchid, Riptor or Spinal (with at least one Searing Skull) and play on a rooftop. Push your opponent to the edge and reduce them to a danger state. Jump to the other side of the screen and launch a slow projectile, following up with your character's Humiliation move. As the music cuts in and they start dancing, the fireball will push them over the edge. And, er, soon the game will freeze up in confusion. Hurrah!

The Turbo Medium Wind Kick Combo End Special (hd5, QCDB+re5) Er, obviously.

ABBREVIATIONS

QCF = Quarter Circle Forward (D, DF, F)
QCB = Quarter Circle Back (D, DB, B)
HCF = Half Circle Forward (B, DB, D, DF, F)
HCB = Half Circle Back (F, DF, D, DB, B)
QCDB = Quarter Circle Down Back (DF, D, DB)
1 = Quick punch, **2** = Medium punch, **3** = Fierce punch
4 = Quick kick, **5** = Medium kick, **6** = Fierce kick
P = any punch, **K** = any kick, **A** = any punch or kick
hd1, **re1** = hold 1, release 1

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'MY BELOVED SNES'

I'm writing to tell you about my anger over the mass hype the Ultra 64 is getting. I mean, come on, it could be six months before it reaches Europe and yet it is the word on everyone's lips.

I am backing my beloved SNES to the end and I will not get excited about the Ultra 64 until it reaches my shores.

Fergal O'Connor, Co. Kerry

Well, providing you haven't started reading Playback first, you'll now know the official position on the Nintendo 64's release date. You should also know that while we, as much as anyone, love speculating on what three-dimensional wonders the N64 has waiting for us, you needn't fear. We are backing the SNES all the way – and that's not just because our jobs depend on it. The SNES is still, for the moment, the best games machine and we feel there's plenty more life in it yet. We've a couple of features up our sleeves over the next few issues, all designed to help you get the most out of your SNES. BUT, we can't ignore the imminent arrival of the Ultra 64. And how could anyone not be excited about the prospect of a brand new Mario game. The demos we've seen look fantastic.

'SOUND HAS BEEN SACRIFICED'

With the advent of new 32 bit consoles, programmers appear to have found a new impetus in discovering new ways to exploit the SNES' hardware. Imagination and ambition have allowed games to appear visually stunning, especially with Rare's ACM and Squaresoft's technical mastery. However, I can't help but feeling that sound has been sacrificed at the expense of looks, or, at least, left a little behind.

The power of Sony's 16 bit PCM sound chip is often ignored, and only a handful of developers appear to have made use of its 8 channel stereo capacity. Squaresoft regularly excel themselves with their incredible compositions, and Konami's Japanese commentary effects, as heard in the import releases *Powerful Pro Baseball 94/95*, *Perfect Eleven/PE2 Fighting Eleven* and *Winning Dunk (and the new Parodius – Ed.)*, really add character and enjoyment to the sporting experience.

Along with a healthy selection of Japanese CDs supporting video game music, I hope this will encourage the importance of good sound in the SNES game market. Namco's RPG *Tales of Phantasia* could be the start of a new generation of games willing to give generous ROM space to sound. Of course, the more cynical of us might see it as a cheap (or, at 48 Mbits, not so cheap) sales gimmick.

Matt Lyon, Basingstoke

We reckon you'll be interested in our forthcoming music feature. It has to be said – music is often a much underrated part of the gaming experience, and it's certainly rare to find any game music that would find its way into your Walkman (unless, of course you're Wil Overton). But surely it's not only the technical quality of the music that's in question here. You may well find *Final Fantasy III*'s soundtrack moving and uplifting, but if Western companies are to be believed, most gamers respond far more to the likes of 'now' sounds like Orbital (as witnessed on the PlayStation game *Wipeout*) than quasi-orchestral tracks or that other Japanese favourite – jazz-fusion elevator music. We know which we prefer, but, sadly, it looks like 'good' game music will remain the exception rather than the rule. And... we've heard the *Phantasia* theme. It reaches new heights of young Japanese girl, idol singer-ness *(top Japlish that – Ed)*.

DONKEY KONG LOTTERY

Do you enter the National Lottery each week? If you do, then why not try this new and user-friendly method of choosing your lucky numbers, as devised by the very prosperous Andrew Clarkson...

Dear *Super Play*

If you have a SNES with *Donkey Kong Country*, read on. To select six numbers for the lottery, get hold of your copy of the game and follow the guide below...

1. Switch the *DKC* game on and choose six of your favourite levels.

2. Now that you have selected six levels, note down what kind of level it is. eg. Jungle Hijinx = platform level.

3. Next, using this table, work out how many seconds you have to go about collecting bananas.

SWIMMING LEVELS =
play for 30 seconds
PLATFORM LEVELS =
play for 10 seconds
MINE CART LEVELS =
play for 5 seconds

4. Play through your chosen levels. Once the time limit (as outlined above) is up, write down the number of bananas you have collected. If you manage to collect more than 49 bananas, you'll have to reset the level or choose another one.

5. Once you've played through your six chosen levels, you should have six numbers.

6. Now go to a lottery retailer, with your numbers at the ready, and buy your ticket.

Note: Once you have got one number, press Reset and continue with the next level.

I have been using *DKC* for two months and have won £10 every week.

Andrew Clarkson, Goole

Of course, we can't vouch for Andrew's claims, but do let us know if you're successful and remember to send us a cut of any cash you win. After all, it was us who entrusted you with this secret gambling method.

***Super Play* would like to make it clear that they will not be held responsible for anyone who acquires a gambling habit as a result of reading this letter.**

'BEING DRIVEN PARANOID'

You have got to help me! I am slowly but surely being driven paranoid. And it's all Nintendo's fault! Or is it THE? Maybe it's both. Yeah, that would explain a lot. They're doing it together.

Let me explain. Oh, it began simply enough – with the supposed release of *Soul Blazer*, to be precise. I say 'supposed' because, to my knowledge, it has never been released in Ireland. But of course it only got a limited release, right! So I dismissed it. Big mistake.

Next came *Breath of Fire* – another limited release and, again, nothing turned up. It's a conspiracy against RPGs, I thought. But I was wrong. Remember *Sparkster*? Never been able to find a copy. *Hebereke's Poppoon*? You must be joking.

Even recently released games such as *Spawn* and *Separation Anxiety* have only enjoyed a limited shelf release (ie. one copy of each). But then came the final insult – *Secret of Evermore*, or rather the complete lack of said game. What was on the shelves instead? Bloody *Spindizzy Worlds*, that's what.

I searched everywhere throughout December. From the large shiny shops with their rows of *Killer Instinct* to the small back-street shop with their dodgy imports and the result was always the same – not on their lists of game releases.

THIS IS INFEASIBLE

CRUELTY. Where is *Secret of Evermore*?

The loss of *Mana 2* was bad enough. I suppose next they'll forget to release the Ultra 64 over here too.

Noel Williamson, Dublin

One word. Streamlining. Don't get paranoid, get even by making use of importers and mail order companies. We promise you that companies are not out to persecute SNES owners, far from it. They want your custom. Ever heard of supply and demand? Well, this is what games stockists rely on. It really is that simple. So, instead of writing to us complaining and feeling sorry for yourselves, why not put your money where your mouth is and order games direct, if your local shops are not up to scratch.

If you really are having difficulty obtaining an official UK release, you may have some joy with the game's official distributors – they should be able to put you in touch with a stockist. By the way the original *Breath Of Fire* never had a UK release, but *BOF II* should be out in the next few months and *Evermore*, which has been slightly pushed back, should be available any day now.

'WORRYING RUMOURS'

Recently I purchased the February issue of *Super Play*, so that I could catch up on the latest Ultra 64 news. The report was great and almost convinced me to buy one. I say 'almost', because since then I've heard some rather worrying rumours. One is that because of the use of cartridges rather than CDs, the games will cost as much as £80 to £90. Is this true?

Another worry is that the Ultra's sound capabilities won't be as good as the PlayStation or Saturn. What exactly are the Ultra's sound specs and how will these compare with the other next generation machines?

Daniel Lones, Winslow

The use of cartridges is probably the biggest fundamental problem with regard to the Nintendo 64's sucess. Nintendo argue that they allow instant access (no waiting for new levels to load) and also an easier route to upgrading games (like SNES titles taking advantage of 'extra' chips such as the Super FX, the SA-1 and Capcom's C4). Of course, the downside is that cartridges are more expensive to manufacture than CDs. UK prices are yet to be decided upon, but you're probably looking at the same as a top SNES release – approx £50-£60 (In Japan prices will be around the ¥9800 mark – that's around £60). CD supporters will argue that the huge storage capacity of the disc, combined with its cheapness, means CDs win out every time, but, take away all the frivolous intros, and most CD games will easily fit within an N64's cartridge. Also, while PlayStation and Saturn games may be significantly cheaper in Japan, Western prices are still around the £45-£50 mark. Of course, the main reason Nintendo are sticking with carts is that, by directly controlling their manufacture, they make far more money. But then, that is why businesses exist, isn't it? You pays your money, you makes your choice.

On the subject of sound, while the Nintendo 64 obviously can't stream 'real' audio tracks like a CD console can Its 64 channels of CD quality sound should, in theory, be more than adequate. Surely the quality of the compositions are more important than any technical specs though?

'A DEDICATED SQUAREHEAD'

I have had my SNES for several years now and I am going to buy an Ultra 64 soon. After buying a UK version of *Mana* about a year ago, I have become a dedicated Squarehead, getting both *FFIII* and *Chrono Trigger*. Although I enjoyed both of these immensely, the cost and trouble of getting import games is obviously annoying. What I want to know is, when the Ultra 64 comes out in this country, will we need converters to play excellent-looking new games such as the new *Final Fantasy* and *Dragon Quest* instalments, or will they actually come out in the UK?

Doug Stephens

If you're looking to play the latest Nintendo 64 versions of *Final Fantasy* and *Dragon Quest*, then we suggest you invest in some Japanese classes. The simple answer is that, yes, you probably will need a converter to play import games on a UK machine but what form it will take is, as yet, unknown. If you can't wait for UK releases or are such a dedicated gamesplayer as to want to play games which will never appear here officially, then, yes, you are going to have to pay a premium for that choice.

As for whether or not the games you mention will eventually get a UK release is impossible for us to predict. We imagine much will ride on the success of the machine in Europe. It's all down to finance in the end, and companies aren't willing to take risks with what are considered by the men in suits to be niche market products.

'WORSHIPPING THE SAVIOUR'

Did you notice how all next gen magazines said that the hardware specs didn't matter and that the games would win the 32 bit war. Then only a few days after the Playstation came out it was claimed the greatest machine of all time and they started worshipping the saviour Playstation (with the exception of 'we hate hype, *Super Play*') when there were only five games to show for it.

So technology has moved on. The Playstation and the Saturn are here to stay. Gone are the days when you got endless clones of *Street Fighter 2* and crap licensed platformers. Hurrah! The next gen machines have changed games forever. Now we will get endless 3D driving games, 3D beat-'em-ups and hundreds of

THE SUPER PLAY INTERESTING -O-METER

HOT

- **The Ultra 64** Less than two months to go... and counting
- **PG Tips** Refreshing
- **EastEnders** Pauline and Arfur's old allotment pal – will they or won't they?
- **Carts Vs CDs** Bigger, faster, better?
- **Fry's Turkish Delight** Succulent
- **Take That** Bee Gees classic murdered!
- **Why are...** ...carts so expensive (again!)
- **Complaining** ...about not being the winner of last month's Quiz
- **Tony's health** Coughs, colds and a gippy tum... What next for the Mottster?
- **Paranoia** The belief that Nintendo have it in for a section of the gaming public

NOT

Doom clones.

When Nintendo produce a game, they make it different, it stands out. Not only are the graphics and the all-important gameplay good, but Nintendo produce the most polished games I have ever played. This is what annoys me about most PC games. They lack the care that Nintendo put into their games.

Now here comes Nintendo to save the gaming world with the Ultra 64 as their secret weapon. Maybe Nintendo are slightly over-exaggerating their claims, but the games they showed us are either extremely original or old styles improved. We all know that the games for the Ultra 64 look great and that they will play great.

The best machine will be the one with the best games. Nintendo make the best games. That is why I will buy an Ultra 64 and read *Super Play*.

Andrew Vickerman, Scarborough

How right you are. If I can use a tasty food analogy here – pasta wouldn't be quite the desirable dinnertime treat that it is, were it not for the varied range of nutritious sauces to accompany it. Everyone has to agree that a games console boasting substantial specs is an exciting prospect, but that alone is not enough to sustain a keen gamesplayer's appetite for long (the combination of letters 'M' and '2' strangely come to mind here). In the end, you've got to have a supply of varied and original games. Without that, your games machine is nothing but a plastic box of tricks gathering dust in a corner.

Over the years Nintendo have held on tight to their reputation of being at the forefront of game development, and, we're sure that, with the stringent quality controls in place for current developers for the U64, we won't be disappointed with the results (at least with their in-house games anyway).

HIGHLIGHTS

"Is this corruption on a large scale? Don't butter me up with stories of how poor the postal service is. All the post I sent at the same time got to its destination with no trouble at all. It can't possibly be that the only one that wasn't received was the winning Super Quiz 34 entry. I am appalled at your lack of decency."
Alex Prestwood, Cleethorpes

Nice try. But, if we don't receive a letter, we don't receive a letter. Maybe we didn't get your letter in time. You must know that magazine production schedules are a good few weeks in front of the on sale date.

"I am a journalist."
Richard Melville
Yeah, yeah, don't we know it.

'BRAVE FACE'

I wish to express my views about the Nintendo Ultra 64. Unlike many of my predecessors on your esteemed Play Back page, I am not going to be lead into the trap of arguing about the Ultra 64 vs the Playstation. Instead it is with a note of sadness :-(that I am compelled to write for the first time, even though I have read every issue since no 4.

You may put a brave face on it, but, since the news of the release of the NU64 it has become increasingly clear that it is the beginning of the end for the lovable old Super NES. Remember when it first came out in the UK and computer mags were SNES mad for a month and then got caught in the *Streetfighter* (16 Megabits!) craze. Those were the days when the games on the Super NES were the most impressive around.

In all the excitement everyone forgot about the NES, which had single-handedly created the console market. Even Nintendo gradually forgot about it. It didn't look all bad for a couple of years... *Mario 3* was still one of the best games of all time, *Elite* was on the NES and *Zelda* was still pretty special. But all good things come to an end and even a revamped box couldn't save it. I believe the same will happen to the SNES. The SNES will look like a chore to most software developers who won't want to be bound by 256 colours or mere mode 7.

This is already happening in *Super Play* where every other letter is about the NU64 and even the Daydreaming section looks to the seemingly limitless potential of a wonder machine. Look at *Yoshi's Island* and *DKC* – these games have to use ACM and FX chips to set themselves apart from the pack of drab platformers, yet on the NU64 these games could be done with ease. Soon, companies will only bother with the SNES for pocket money, whilst jaw-dropping arcade games and even the *Final Fantasy* cult games will distance themselves from the relic of 16-bit gaming and head towards a 64-bit future.

PS. This letter may seem depressing but I just wish to offer an alternative viewpoint, I will still be keeping my SNES and using my Christmas money to buy the NU64.

Jonathan Farr, Sydenham, London

If Nintendo had their way your beloved Super Nintendo would sit happily beside your N64 for many years to come. Nintendo never intended it to replace the SNES but to complement it by providing the sort of games just not possible with 16bits (that's 3D if you're wondering). However while the Super Famicom market in Japan is still fairly healthy, fickle Western software companies have quickly jumped ship and hitched themselves a ride on the next-gen craze, leaving those wanting new SNES games from US and European developers high and dry.

It's only natural for the market to move on, if it didn't we'd all still be aiming Binatone light guns at our TVs, but it is disappointing to see the eyes of games companies gloss over as soon as the latest, greatest thing appears. Fear not, at *Super Play* we love our SNES more than ever and while there's still stuff to cover, we'll cover it.

'BIGGEST CONSOLE BATTLE OF ALL TIME'

With the impending release of the Ultra 64, I felt I'd better voice my opinion on what will be the biggest console battle of all time.

It came as no surprise to me when Sony came out so far on top of Sega. The £100 price gap, lack of decent software and scepticism after the Mega CD and 32X shambles saw to that.

I had no doubt that Nintendo would have a major say in proceedings. The SNES was and, in many ways, still is the best console on the market. This is purely down to Nintendo being a top software and hardware producer. In fact, I rate them as the best.

There are only two problems for Nintendo:

1. Sony's established user base.
2. The price of cartridges.

Nintendo have always relied on their games rather than their hardware to bring the money in. But at the rumoured £60 plus a throw, I know I'd rather stick with *Wipeout* and *Doom* at just £45. And let's face it no-one really gives a toss about waiting a few seconds for a game to load. Nintendo aren't going to convince anyone with their 's-l-o-w' campaign.

I feel Nintendo have left it too late to dominate the next gen market. *Mario 64* and the new *Mario Kart* game will help sales surpass the Saturn's in no time, but they are going to need a bit more than that to eat into the PSX user base. Other than a lengthy wait for the likes of *Starfox*, no amount of 'exciting' new joypad features and Bulky Drive add-ons, costing us even more money, are going to lure PSX owners away from the likes of the forthcoming *Tekken 2*, *Street Fighter Alpha* and *Resident Evil*.

Tim Spencer, Apsley, Nottingham

Yes, we will reluctantly concede

KINDLY LEAVE THE STAGE

Q What's the difference between Ayrton Senna and Ryan Giggs? A Ryan Giggs can take corners.
Kevin Plant, Anglesey
2/10
Very poor.

A piece of bacon is cooking in a pan, then it is joined by an egg. The egg say, "It's hot in here." Then the bacon says, "Blimey, a talking egg."
Simon Allen, Bly, Lancs.
2/10
Very old.

Mechanic: Knock knock.
Man: Who's there?
Mechanic: Cartoon.
Man: Cartoon who?
Mechanic: Cartoon up's cost £350.
Nathaniel Cole, Brockley, London
1/10
No, we didn't understand it either. But we do now, and we can share that hilarity with you. Cartoon up. Car tune-up. Geddit?

Two cows in a field. They both go "moo." One cow says, "Hey, mate, great minds think alike."
Simon (back for another go) Allen, Bly, Lancs.
1/10
Dire in this extreme. Simon, in case anyone is interested, is available for kiddie's parties, 21st birthdays, weddings, Bar Mitzvahs and funerals.

Get 5/10 or above for your joke and win something spesh! Kindly Leave The Stage, Super Play, 30 Monmouth Street, Bath BA1 2BW.

that Nintendo have a bit of a fight on their hands (in the US and Europe anyway) but why do they need to dominate the market? Can't different systems co-exist, each having their own supporters? We won't deny that there are plenty of PlayStation owners. Currently there are around .5 million in Europe, 1.2 million the US, over 100,000 in the UK, while in Japan sales have topped the 2 million mark. Still, remember that when the SNES shipped in November 1990 there were already 1.2 million pre-orders alone, and now, five and a bit years later there are more SNES installed in homes than Sony can ever hope to sell. If the N64 does half as well as the SNES, it'll beat Sony and Sega hands down. Nintendo are the biggest video game company in the world. They also, on the whole, have the best games to go with their systems, so forget about the PlayStation and Saturn. If you like the look of the Nintendo 64 games you've seen so far go ahead and get one, it's not going to suddenly go away. If you can afford it, keep your SNES as well, then you'll get the best of both worlds.

For years, we have argued about the price of cartridges, but let's face facts here, Nintendo are not a charity for deprived gamesplayers, they're a business. Not many businesses are known for their benevolence – they are out to make a profit, of course, something which Nintendo are very good at. And despite the fact that cartridges may cost marginally more than games on a CD format, we reckon that if the games are up to scratch, then gamesplayers who hanker after quality – something we believe Nintendo are fully committed to – will be prepared to shell out the extra.

The s-l-o-w campaign isn't exactly the best marketing campaign ever, as most gamers aren't too bothered about a few seconds waiting for a game to load, but – hey! – many of us remember the days of loading cassettes. ZZzzzz...

WRITE NOW!

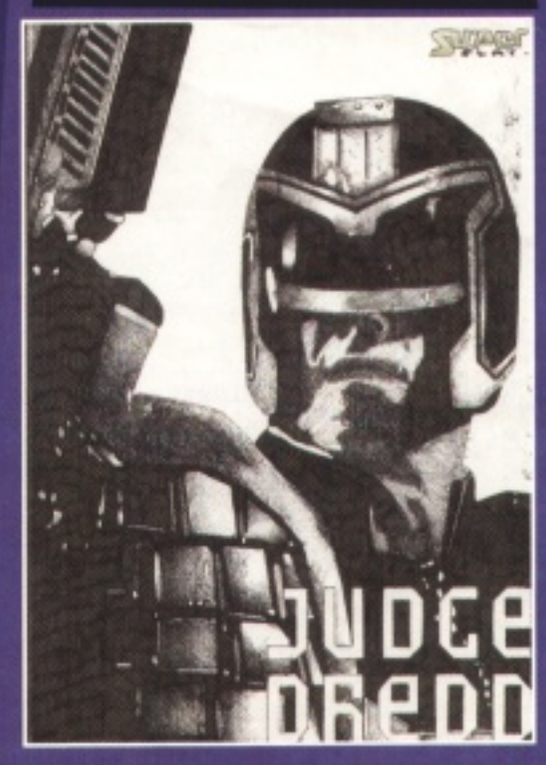
Something on your mind about the state of the world today? Then let it fester no longer. Express yourself! Write to Super Play, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

ENVELOPE ART

Get your crayons out and send your pics to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

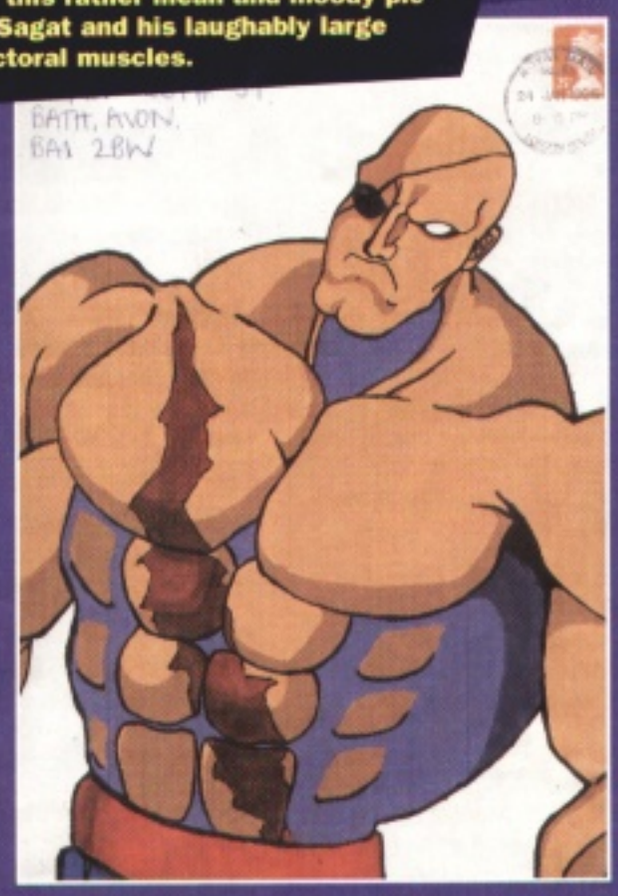
Rachel Ryan of Warrington sent us this piece of her imagination. If you think you've heard her name before, it's because she's the ed of Role Call. A prize is on the way...

There's no need to introduce this fellow. Thanks to Perrie Foster from Huntingdon.



A beast of a bike sent in from James Horn of Bidford-on-Avon.

H. Merter from Catford is to thank for this rather mean and moody pic of Sagat and his laughably large pectoral muscles.



Dean Howard from Barnsley favours the colour blue for this rather atmospheric portrait.

FREE ADS SUPER MARKET

Satisfy your game purchase cravings here without guilt or fear of retribution. Buy, buy, buy until your wallet is content...

HARDWARE FOR SALE

● UK SNES, 3 joypads and 6 games, Killer Instinct, Secret of Mana, Zelda 3, Jurassic Park, Mortal Kombat. Sell all for just £150 ono. Tel 01284 788104.

● UK SNES boxed, 2 pads, A-Replay & 10 games incl Sensi Soccer, Street Racer, Jurassic Park. All boxed, exc cond. Quick sale £200. Tel 0181 281 0095 (eves), ask for Paul.

● I want to sell a SNES with Bonk & Blit (SSF2), also a faulty R button for £150+. Tel 01722 323585.

● Japanese Sega Saturn with 2 pads, VF2, S Rally, Virtua Cop, SF Zero for sale. Tel Seth on 01286 871515.

● SNES Starwing pack & 3 joypads, £50. Superscope with 6 games, £15. SNES games £10 each. Game Gear with adaptor and 8 games, £40. All in perfect condition & boxed as new. Tel 0121 475 6095.

● UK SNES, 14 games, 6 controllers, great games like Scope 6, Bomberman, Fifa, Starwing, DKC, Batman, plus 4 player adaptor, universal adaptor and Super Gameboy. All in excellent condition £360 ono. Tel 01243 867359.

● UK SNES – 2 joypads, all leads plus Mario Allstars, Mario Kart, Mortal Kombat 2 & 3 and Killer Instinct. Excellent condition £160 ono. Tel 01275 542841.

● Super NES (UK) for sale with 5 top games including KI and Doom. Fully boxed with 3 controllers £160 ono. Tel 01485 571082. Ask for James or Charlotte.

● SNES, 4 games, 2 joypads, multi-tap and Jap/US converter. Games include Street Racer, Earthworm Jim, Final Fight and J Park. All boxed £75. Tel 0161 406 7747, ask for Anthony.

● SNES for sale with DKC, Super Star Wars, Mario World, Alien 3. All boxed and superb condition £125, price can be arranged. Games can be sold separately. Tel 01539 624060.

● UK SNES vgc & adaptor, 2 pads and 16 games inc SSF2, ISS and SOM. All 80%+. Games available separately £15-35 each or whole lot for £325 ono. Call Matt on 01375 379741 after 5pm. Must collect.

● UK SNES & 2 pads & turbo joystick. 11 top games (MKII, DKC, Mario Kart, Zed, Super Tennis, Battle Toads) all boxed and instructions. Games £15-25 each, everything £240 ono. Tel Nick 0114 230 5507 (4-10pm).

● SNES for sale. Has 5 games incl MK 1, 2 & 3, Super SFII. Super GB, Arcadestick, 3 pads, 100 mags. All for £150. 01203 302043.

● Amiga 600 with a few games and blank discs, mouse and joystick. £110 (no box). Tel 0151 526 1841, ask for Brian.

● SNES (UK) 2 pads, joystick, 32 games including Mana, Doom, Stunt Race FX, DKC, Earthworm Jim, Punchout, Mario Kart and loads more for only £400 or your nearest offer. Tel Iain on 0131 228 8265.

● UK SNES for sale, 6 games (MK1, 2, 3, SSFII, Mystic Quest & Super Tennis), 100+ mags, Arcade stick, 3 pads. All for £150. Tel 01203 302043.

● Game Boy and 10 games inc Magnifier Light and 4 player adaptor. £60 ono. Tel Andy on 01327 342225 (after 4pm).

● UK SNES, Scart lead, 2 pads plus SF2, Starwing, Mario Kart, Striker, Mana, Super SF2, DKC. Also issues 3-40 of SPlay. All for £149 ono. Call 01424 714458.

● UK SNES, 14 games: DKC, Mario Kart, Stunt Race FX, Doom, SSF2, ISS, Zelda, 3 joypads, 1 joystick, mint condition, £280 ono. All boxed. Ask for Rhys on 01222 700433.

● Amiga 1200, external disk drive, joystick, mouse, pad and games. All boxed. Sell for £200 ono. Tel 0181 309 0289.

● UK SNES, plus 8 games, 2 joypads, games include Killer Instinct and DKC. All for £199 ono. Call after 5pm 0181 393 9063.

● SNES with 2 pads, 2 convertors, 15 games incl DKC, Secret of Mana, SSFII, Stunt Race FX and Shadow Run. All worth over £1000 – yours for only £300. What a bargain! Tel 01224 820500 after 5pm, ask for Eion.

● UK SNES, 11 games (Street Racer, Starfox, Mario Allstars, Secret of Mana and more classic over 90%), carry case, 2 joypads, 2 converters. Worth £540, sell for £250. Tel 01355 302030.

● UK SNES, 18 games, 2 pads, all boxed with instructions. £250 ono. Tel 01638 663115, ask for Graham.

● UK SNES for sale, 2 pads, converter and 7 games all boxed inc Yoshi's Island, Earthworm Jim 2 and Killer Instinct. £350. Tel Craig 01224 646383 (4-8pm).

● UK SNES for sale, 7 games, Action Replay, Multi Tap, Super Scope with 6 games, 2 pads. £225 ono. & SP Mags iss 25-40. Call after 5pm. Tel 0121 686 1900.

● American Atari Jaguar (Scart), runs faster & full screen, requires scart socket on TV. Includes 1 pad & 4 games (Cybermorph, Doom, Tempest 2000, AVP). £150. Call Stuart on 0141 772 5783.

● For sale: Nintendo Game Boy and 6 top rating games, including Tetris, SML, Gremlins 2, Navy Seals and Batman 2. If interested, phone Ian on 0181 890 1632 with offers.

● SNES UK for sale, 15 top games – all with above 90% ratings, adaptors, Action Replay, Multi-tap, plus other accessories. Excellent condition, worth over £700, bargain at £145. Tel 0181 244 4847.

● American SNES (50/60 Hz switchable) with Pal Booster and AV leads. 3 pads and 5 US RPGs (Zelda, Mana, FFIII, BOF, GT). Comes with UK adaptor. £150 (£80 without games). Tel Stuart 0141 772 5783.

● NES for sale with 3 games, Mario Bros 1, Duck Hunt and Kung Fu. NES boxed with 3 games £10. Tel Scott on 0181 491 6098 (after 5pm).

● Super Nintendo (UK) brand new (unused) with 2 joypads and games: MKI, Secret Mana and Starwing. £95 ono. Tel 01275 542831, ask for Dave (after 4pm).

● For sale: Sony Walkman (auto reverse, mega bass, Dolby B NR and belt clip) with Sony headphones (dynamic stereo). No box, or instructions, but in good working order. Bought for £45. If interested, phone Ian on 0181 890 1632, with offers.

WANTED

● Mystic Quest (GB) £10; Final Fantasy Legend 1, 2 or 3 £10 each; Final Fantasy 2 £35; Soul Blazer £20. Tel 01574 277065.

● Urgently wanted Super Empire Strikes Back and/or S Return of Jedi for SNES. Will pay full prices or swap. Will pick up. Ask for Danny 01352 714560.

● Wanted Super Play issue 7. Will pay, also will pay p&p. Also wanted issues 31 & 32 Mean Machines Sega will pay (& p&p). D Brooks, 1 Brentinck St, Sutton in Ash, Notts.

● Anyone out there with Super Probotector instruction manual. Will pay £3. Also want Jurassic Park and Dracula for the SNES. Please call asap. Ask for Ian on 01323 730702.

● FFII and III (US) wanted (with adaptor to work UK SNES). Also cheap Wolfenstein 3D wanted. Write to: G Fordham, 101 Beaconsfield Rd, Hastings, E Sussex TN34 3TW.

● Wanted: King of the Monsters 2 (Neo CD) Exhaust Heat 2 (SFC-Jap). Tel Tony on 0191 567 3034.

● Manga vids wanted. Will pay £3-5 for them. Especially Akira, MK, etc. Must be in English & have proper box. Tel 01203 302043.

● Wanted: any back issues of Super Play from 1-33. Must be complete. Offers wanted. Send phone number & I'll get in touch. Graham Rose, 11 Lenthall Road, Rose Hill, Oxford.

● Xandra's Big Adventure. Will pay a good price. Was it ever made as UK or US game? Would be most interested in English translation, although Jap will be fine if that's all there is! Tel 0117 963 7365.

● Desperately wanted! Multi-tap. Will pay £10. Also required Unirally, Mario Allstars. Offers wanted. Tel 01225 863684 (Wilts area).

● Worms or Cannon Fodder for the SNES is what I am after. If you have it I would swap Wolfenstein or Nigel Mansell World Championship or if the price is right I might fork out a few pennies! Tel 01933 229741, ask for Tom.

GAMES FOR SALE

● SNES games cheap. For a free catalogue, send name and address to Michael Mills, 5839 SW. 74 Ter 203, Miami, Florida 33143, USA.

● Anime Vids, Music CDs, Game Music CDs, Merchandise for sale! Eg FF3, Manga Posters, SFII TV series, Anime/Manga wall scrolls, 96 calendars. Send SAE to Joe Lee, 99 Turpington Lane, Bromley, Kent BR2 8JD.

● Super Metroid with 'big box' and guide book. As new only £15, or swap for Rock 'n' Roll Racing or Earthworm Jim 2. Tel 01622 752945.

● Games for sale! US: Stunt Race FX £15; Cybernator £10; Demon Crest £20; Dungeon M £10. UK: DKC £25; GB Zelda £8. Discount on sale of 2 or more games! Anime for sale from £4! Tel 0181 462 6838.

● 2 top SNES games, Killer Instinct (UK) £35 and DKC (UK) £30. Open to offers. Birmingham area. Tel 0121 706 1046.

● Vortex (US), King Arthur's Word (US), Starwing, Earthworm Jim and Killer Instinct (UK). All for sale £15 each. Phone Aaron 0181 672 6501.

● Megadrive games for sale. Taz-Mania, Wrestle Mania, NHLPA Hockey 93, World of Illusion, Sonic 1, 2, & 3, Second Samurai. Prices negotiable. Games alo swapped for SNES games. Phone 0151 339 0526. Ask for Matthew.

● Zelda (unboxed), Wrestle Mania, Pilot Wings, £15-20 each. Mortal Kombat, Batman Returns, Turtles F £25 each. (US) Streetfighter II £27, (Jap) Joe and Mac £15 or swap any for Contra Spirits, Demolition Man or Ranma 1/2 Hark Battle. Tel 01369 830646.

● SNES games, Secret of Mana £25, Super Strike Gunner £15, Street Racer £20, DKC £25, SFII, no box. Call for Raj or Nitin 0121 443 2453.

● UK boxed with instruction games for sale. SOM £20; Mario Kart £15; Cannon Fodder £20; Stunt Race FX £20; Kevin Keegan's Player Manager £15; No box games: Mario World, Mario Allstars, Street Racer £10 each. Call Owen on 01297 22817.

● Games for sale: Pilotwings, Starwing, Kick Off 3, All £10. Street Fighter Turbo, Mortal Kombat 2, Cannon Fodder £15 each. Tel 0161 449 0534.

● Breath of Fire (US) £25, Inindo (Way of the Ninja) US £25; King Arthur's World, US £10; Shadow Run, UK £20; Jurassic Park, UK £20; Final Fantasy Legend GB £12. Call Derek on 01707 261521.

● For sale £30 each – Super Metroid, DKC, Addams Family Return. £25 each – Fifa, Turrican, Pop 'n' Twinbee, Aladdin, Kick Off 3, Flintstones, Kikikaikai & Cannon Fodder. £15 each – Cybernator, Starwing, Out to Lunch, Smash TV & WF Basketball. Call Jan on 01734 612930.

Breath of Fire II (US) £35; Stunt Race FX (US) £18; Playstation Doom (UK) £30. p&p (recorded delivery incl). Tel 01379 740367.

For sale – US SNES games, Brainlord, Pocky & Rocky, Soul Blazer. £20 each Tel 01705 618088 (after 6pm).

Super Play Magazines 1-39. £3 each or the lot for £40 & £5 for postage. Sean Barrow, Bod Idris, Rhyl Road, Rhuddlan, Clwyd LL18 2TS.

● Stunt Race FX US version with box and instruction only £15. Also loads of rare mags (SP Gold 1-42, NMS, Best of MM, MM Sega, Gamesmaster 1&2 etc) offers. Tel 0181 697 6453.

● Waiting for Mana 2? RPG – less? Not any more. Try these great RPGs – Shadowrun and Lord of the Rings, both boxed, instructions, UK version, £20 each. Call John 01785 840359.

● 20 games for swap or sale eg. Super Swiv, UN Squadron, Super Aleste, Turtles in Time, Super Tennis, FlashBack, Final Fight, MK3, SFII Turbo, Super R-Type, Mario All Stars, Rise of the Robots, Wrestlemania £10-20 except MK3. Tel 01586 554061.

● US: Stunt Race FX £15; Cybernator £8; Demon Crest £15. UK: DKC £20 +; MKII £15. Boxed and booklet. Mint condition. Tel 0181 462 6838.

● UK SNES games for sale. Rock 'n' Roll Racing, Secret of Mana, Street Racer £25 each. Ghoul Patrol £15. All in new condition. Tel 0121 554 9006.

● Strategy/RPGs for sale: Secret of Mana £20. Powermonger, Lagoon, Equinox, Populous II £15. Also on Gameboy: FF, Mystic Quest, Pinball Fantasies, Lemmings II £12. All boxed with instructions. Tel 01892 524285, ask for Chris.

● SNES RPGs for sale, FF3, Chrono Trigger, Evermore £50 each. Breath of Fire £30; Breath of Fire 2 £45. Plus others. Tel Ann 0121 604 7524.

● 85%+ rated games for sale. UK: DKC £25; MKII £16. US: Stunt Race FX £15; Cybernater £10; EWS £18; Demon Crest £20. GB games Zelda & Mystic Quest £8. Plus a few FF3 CDs. Tel 0181 462 6838.

● Jungle Strike, Zelda (a link to the past), Stunt Racer (Super FX) as new £15 each. Also Virtual Soccer and Super Mario World (no box or book) £10 each. American Super Street Fighter II & adaptor £15. Tel 01225 317363.

● Street Fighter II Turbo (US) £20, or will swap for Super Punchout (UK) or NBA Jam-TE (UK). Phone Sara on 01423 780950 after 6.30pm.

● For sale – UK Games, Equinox, Desert Strike, Prince of Persia £10 each. Tel 01705 618088 (after 6pm).

● Games!! SNES: Stunt Race (US) £18; Plok! (UK) £15; Zelda (UK) £15; MKII (UK) £18; Cybernator (US) £12, EWJ (US) £20; DKC (UK) £25. GB: Final Fantasy 1, 2, Imported from USA £2 each. UK GB Zelda & Mystic Quest Prequel to Mana £12. Plus Anime/Manga titles eg Guyver 1-8, Tank Police, SFII (sub) etc. Discounts or free vids if you buy 3+ games. Ask for Joe. Tel 0181 462 6838.

● Yoshi's Island (UK) & 20 copies of Super Play and NMS £35. Edinburgh area only. Phone 0131 664 4021. Ask for Mike.

● UK SNES game for sale Super Bomberman 3 £30. Unwanted Xmas present. Tel 01978 365889 (after 5pm) ask for Roy.

● Game music CDs for sale. Prices vary. Lots of rare and good stuff by Falcon, Konami Capcom, Taito, Sega, Trem, SNK & ENIX. Anime CDs also. Tel 01234 825381.

● For sale Mr Nutz, Alfred Chicken, John Madden 93 and Mickey's Magical Quest £15 each. Or all for £50. All boxed and instructions. If you buy all for £50 I will give you a 4 player adaptor free. Tel 0181 450 4003.

MESSAGES AND EVENTS

● Hey Will! I bet I could kick your butt at Alpha + Marvel Heroes anyday! So HA!! (Joe)

● Manga Posters! Inc Akira, Tank Police, Ltd + Promotional editions. 50+ for sale. Plus a few imported posters & wall scrolls eg Ranma 1/2, DBZ, Sailor Moon. Tel 0181 462 6838.

● I wish to hire games and will pay £5 for 3 days per game. Send list to Simon Ashton, 41 Colman Way, Redhill, Surrey, RH1 2BB or fax on 01737 770395. Guaranteed replies.

● I am an 11 year old boy who loves Manga and Butthead. I have a SNES and would like penpals from anywhere. Paul Roscouet, 68 Halls Road, Reading, Berks RG30 4PX.

● Very rare mags in perfect condition inclusive of all free gifts etc. Super Play Gold 1-42, Best of MM, Gamesmaster 1&2, NMS 1-28, MM Sega 1-12, Total 1-20. CVG 128-139, Control 1-4. Unavailable on back issues. Offers. Tel 0181 697 6453.

● Aspiring Sci-fi horror writer and computer games fan aged 20 seeks m/f pen pal from Japan/China/Arctic for inspiration. Write to Aaron Shakespeare, 49 Bickersteth Road, Tooting, London SW17 9SH.

● Penpal wanted. Over 13 years of age m/f. If you like Anime, please write to me. All letters answered. Waiman Tang, 248 St Mary's Lane, Upminster, Essex RM14 3DH.

● Ultimate! Hi, Julian here. I'm looking for Super Play issue 26. will pay £4 (with postage) contact me first. RPG fans are welcome to write to: Julian Nunez, Pasea de al Altiplanicie 3154, Villas de Irapuerto, CP 36670, Mexico.

● Super Play and Edge back issues for sale. issues 1-5 for £4 each. Issues 6 – current for £2 each. Tel 01638 717228.

● 13 year old boy looking for a penpal, preferably a girl aged between 13 and 15. My interests include Manga films and computer games. Write to: Eric, 57 Cronin Street, Peckham, London SE15 6JH.

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● 14 year old boy looking for M/F penfriends in Japan/Far East, 13-15 preferred. Write to Jonathan Cain, 5 Constance Road, Bolton, Lancashire BL3 4DH.

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● 3 Pal version SNES games including Xcaliber. All worth £10 will swap for Mario Allstars, MKII, Street Racer or all 3 for MK3, Bomberman 3, or Lethal Enforcers with soft gun. Phone 01442 843501, ask for Alex.

● Swap Final Fantasy 3 (US) for Chrono Trigger plus Zelda Link to the Past. I want Soulblazer or any other RPG. Tel 0181 368 7486.

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● My Killer Instinct & CD (UK) or Cannon Fodder (UK) for your Super Street Fighter 2 (UK) or Starwing (UK). Phone 01280 817217.

● I'll swap Desert Strike (UK) or NHLPA Hockey 93 (UK) for MKI or MK2 or Super Starwars (UK) or Super Empire Strikes Back (UK). Tel 01492 875039 (eves).

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IRRESPONSIBLE pictures

Bobby may have had the smartest Quasi-nuclei Anomalous Polyphonic Phase Lock™ in the neighbourhood but he knew nothing of reviewing anime for Super Play. But then...

GOKU – Midnight Eye

Manga Video 18

50 minutes (dubbed) RRP: £9.99

Goku is not your everyday coppah. He's a chain-smoker who practises drinking on the job at every opportunity, and although he always wears a tie, he wears it over a bare chest – for no apparent reason other than to underline his masculinity and general all-round toughness.

After being thrown out of the Tokyo Police Department's Special Investigations Section, he begins a career as a private investigator, but soon finds his new work bringing him into contact with his old work buddies. They've been dropping off left, right and centre, see, and Goku makes it his business to find out who's behind it all.

After a near-fatal run-in with a young lady wearing nothing but a g-string, a smile and a spray of peacock-like feathers instilled with hypnotic powers, Goku is saved from a watery grave by a mysterious unknown power. Subsequently endowed with a computerised left eyeball – which has the rather enviable but totally unbelievable ability to instantaneously access any computer system in the world – and a Monkey-style extendible cudgel, he sets out to re-instate his investigation whereby things just get messier and messier.

Conceived by *Kabuto* creator Buichi Tarasawa and directed by *Wicked City* helmer Yoshiaki Kawajiri, *Goku: Midnight Eye* is one of the slickest slices of anime I've seen in a little while. Its portrayal of a Tokyo circa 2014 is fairly typical, with liberal splashes of rain and neon, but the characters serve well in bringing it to life: among the cast there's an oafish henchbloke who keeps a swarm of killer insects in a pod on his head and a robotic woman-thing with bicycle handlebar-style neck adornments.

I enjoyed this in a slip-the-brain-into-neutral-before-viewing kind of way, and I'm sure those willing to put up with the dollop of naff one-liners and hole-ridden plot will too.

Tony Mott

6 out of 10

BUBBLEGUM CRISIS #5 Moonlight Rambler

Anime Projects 15

45 minutes each (dubbed) RRP: £12.99

The Knight Saber girls are having a tough old time of it, that's for sure. And I don't mean because they're forever having to put up with rather horrid American rock trax featuring such classic lyrics as "Don't close your heart – you don't have to face the night alone..." I think you can imagine.

As well as being guilty of crimes against humanity in the form of mid-80s hairstyles and dress sense, the girls are smack-bang in the middle of another intercosmic crisis.

Mysterious and beautiful biker girl Sylvie has a mission. She must recover a *mysterious* 'data disc'. Meanwhile vampires are being blamed for a string of *mysterious* and unexplained murders. The question is, why is Sylvie skulking around so strangely on her own. Everything – yes! – everything is *mysterious* and nothing really comes clear until the end.

Cliches abound, but it's difficult to know whether these are intentional, as the hyperdrama in many of the scenes is actually quite amusing. You'll recognise the sinister boss, as he's dimly lit and smoking a cigar, and you will watch and wait for him to stub it out symbolically as if to signify the crushing of any who stand in his path. The bar scene where a hushed conversation takes place is also unmissable!

The plot is cleverly intertwined so that, thankfully, all makes sense when it comes to the grand finale where one of the Knight Saber girls is forced to make a choice between allegiance to her cause or loyalty to her friend Sylvie. Don't want to give the plot away though, so I can't say more.

There's plenty going on, mecha, guns and girls, but maybe there's too much going on, too much of which is shrouded in rather irritating and contrived mystery for interest not to wane. You've got a head start if you've seen the previous episodes – at least then you'll be familiar with the characters and, believe me, that alone will take some working out.

Alison Harper

6 out of 10

URUSEI YATSURA TV Episodes Vol 7

Anime Projects PG

100 minutes (subtitled) RRP: £12.99

Powerfully demonstrating the dangers of a love triangle between a student lech, a dizzy alien and a girl who actually fancies a claustrophobic nitwit, Urusei Yatsura plays like a sitcom that's napped hatless in the sun. In Volume 7 Ataru's still trying to shake off space-gal Lum but is still failing as she won't take a hint and keeps electrocuting him on the slightest suspicion of infidelity. There's the usual supporting cast of oglers, gogglers, goggling oglers and mind-boggling hornswogglers.

In episode one, Big Springtime Picnic Uproar, a lot of mistaken-identity fondling in a darkened cave leads to stumbling upon a spaceship and, in the sort of casual fantasy turn that makes the series so pleasingly absurd, Ataru rescuing an underwater god and being whisked away to a fishy burlesque. Further unremarked-upon tomfoolery occurs in the one-joke body-swap episode Beware Of Earmuffs. The big laugh comes when Ataru exchanges bodies with flying mite Jariten and deliberately crash-lands upon breasts, which the schoolgirls think mightily cute, but then the episode goes on for another 20 minutes.

In the third and best episode, Fly Imo, Ataru and Lum defend a gluttonous caterpillar from the wrath of the lunchless. Packed with funny lines ("Curses – the old pesticide-cloaking trick!") and business (the cackling villain's jaw locking), this warm-hearted tale also has a surprise ending. The final episode is Ten's Love, where Jariten falls for aloof shrine maiden Miss Sakura despite insoluble differences in culture, age and height. The standout scene has Ataru desperately trying to stay on an unbalanced chair.

This is a first-class tape. The subtitling clearly puts across the gags and outrageously convoluted puns, the animation is splendidly gymnastic, there are some completely unexpected visual jokes and, as a bonus, you get the ad break bumpers and next-episode trailers. I approve.

Jonathan Nash

8 out of 10

IP NEWS LINE

Knock-down Kiseki

Hey you! Yes, you, UK anime fan. Do you realise how good you've got it and that you're the envy of the Japanese otaku? If you wanted to buy a title like *Plastic Little* at your local anime emporium in downtown Tokyo a single episode would cost you upwards of about £30! (and that's just for the Laser Disc – a tape is even dearer!!). Think yourself lucky then that even the dearest release over here is usually no more than around £14. Better still, with the latest offer from Kiseki you can pick up some top titles like *Ambassador Magma* and the aforementioned *Plastic Little* at a wallet-sighing £5.99.

She may be plastic be she certainly isn't little.

Ghostly success

Don't forget that you can still catch the tip-top *Ghost In The Shell* as it was meant to be seen, on the big screen, at a number of cinemas around the country. The number to call to see if it's rolling your way is (0891) 600245. (Premium rates apply and don't forget to ask permission from whoever stumps up for the phone bill.)

The off-peak showings of *Ghost* have been surprisingly successful and bode well for the release of the tape when it appears on the shelves in April.

VIDEO DIARY

March 1996

MANGA VIDEO

Mad Bull 34 – Part Two: The Manhattan Connection
Giant Robo – Part Two
Goku Midnight Eye – Part One
Vampire Princess Miyu – Chapters One & Two
AD Police – Parts 1-3

ANIME PROJECTS

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Urusei Yatsura – TV Episodes Vol 7
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INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

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As if we didn't have enough to do already, those upstairs at Future Publishing seem to think that this Internet lark is a pretty neat idea and have given us even more work (but, you'll note, not more pay) to do by putting your favourite Nintendo magazine on the hip and happening World Wide Web.

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Indulge in special tasters of forthcoming issues!

Rejoice in sifting through a selection of back issue material. Meet the team. And even send us e-mails. There's loads to read but, cunningly, not enough to stop you from going out and buying the paper version of *Super Play* every month! Find out more at this address...

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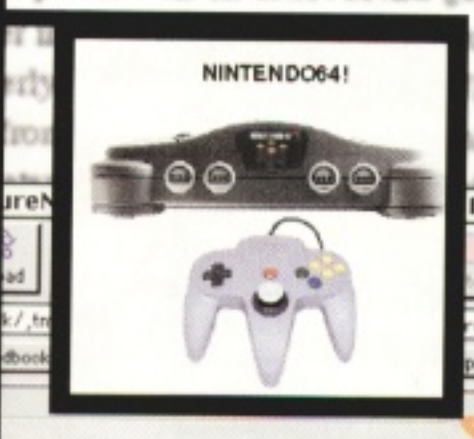

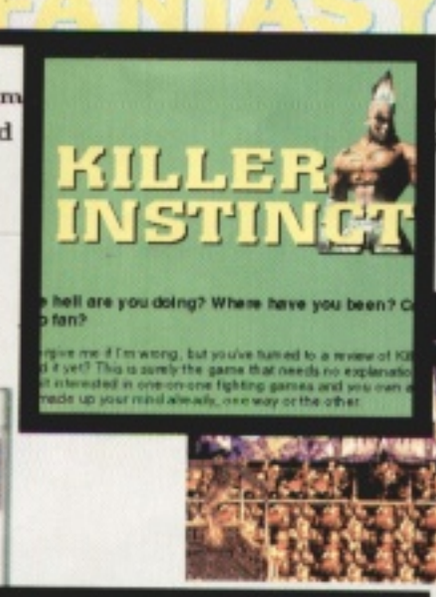

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Mega Man X, Dragon Ball Z 2 and *NBA Jam* reviewed; plus exclusive in-depth guides to *Equinox* and *Shadowrun*.

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CES news; *Lufia, Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles: Tournament Fighters* player's guide.

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Fatal Fury 2 reviewed; a guide to *Mystical Ninja 2*; we visit Nintendo of Japan; plus a free manga book.

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Super Metroid reviewed; a football special; a *Mega Man X* guide; and a feature on getting hold of cheap carts.

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Final Fantasy III, Illusion Of Gaia, Syndicate, Lemmings 2, and *Mickey Mania* reviewed, *MKII* player's guide; and much more!

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Donkey Kong Country, Ultimate Parodius and *Demon's Blazon* reviewed; *Rock 'n' Roll Racing* tipped.

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Samurai Spirits, Cannon Fodder, The Adventures of Mighty Max and *Clayfighter 2*; plus part one of our *DKC* player's guide.

ISSUE 29
X-Men Special; *Pinball Fantasies, Ardy Lightfoot*; and the concluding part of our *DKC* guide.

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Huge *Mega Man* feature, *Killer Instinct* guide; plus loads of reviews including *International Superstar Soccer*...

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Free postcards; reviews of *Front Mission, Super Turrican 2, Addams Family Values* and *Dirt Racer SFX*.

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In-depth *Chrono Trigger* feature, a look at the DIY shoot-'em-up kit *Dezaemon*, and the Shigeru Miyamoto interview.

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News on the biggest games of '95. *Killer Instinct, DKC 2, Doom, MK3* and a feature on *Secret of Mana 2*.

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Exclusive news of *Yoshi's Island*, exclusive *Doom* feature plus *Theme Park* and *Jungle Strike* playguides.

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Exclusive review of *Vampire's Kiss*, plus *Earthbound* and *Pac-Man 2*, plus part 2 of *Theme Park* and *Jungle Strike* guides.

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Exclusive! News of *Super Mario RPG* and the first review of *Yoshi's Island*. Plus free *Killer Instinct* poster card!

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Reviews of *Super Bomberman 3, Mortal Kombat 3* and *Chrono Trigger*, plus a feature on the craze of retro gaming.

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Over 12 rocking pages of Ultra 64 news and previews, Rare feature, the definitive *Diddy's Kong Quest* review and huge What Cart spesh.

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Super Play

SHINY!

Star Kirby Deluxe

The pink one is here, starring, at last, in his very own SNES game. And he's as round and as bouncy as ever a ball-shaped thing could be. Kirby, as he is best known to his fans, will be flouncing about on these pages in about 28 days time. That's *Star Kirby Deluxe*. The review. In *Super Play*. In the pink.

Bahamut Lagoon

A 24Mbit monster of a game, is this. Magic, dragon rearing and fighting all combine in this latest smasher from the SquareSoft supremos. Next month's Fantasy Quest puts it through its paces...

CRAZY

FRONT MISSION GUN HAZARD

Those prolific producers at Squaresoft are back with the follow-up to *Front Mission*. Join *Super Play* next month to discover what's at the heart of *Gun Hazard*...

LEGENDARY!

ISSUE 42
APRIL 1996

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